2122

Advanced Dungeons & Dragons®

2nd Edition

Monstrous Compendium

Ravenloft™

Appendix

The first set of new monsters for your RAVENLOFT™ campaign!

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Ravenloft™

Appendix

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How To Use This Book

Welcome to the tenth *Monstrous Compendium* volume. Here we detail the creatures unique to the RAVENLOFT™ game. As in previous volumes, all entries are given in alphabetical order on removable loose-leaf sheets. The loose-leaf sheets can be placed in a master binder for easy reference as needed for an adventure.

Important Note: These monsters should *not* be intermingled with the monsters from the previous volumes of the *Monstrous Compendium*; keep these monsters together in a separate section of your binder.

All monsters included here are typical for their type; likewise, the encounter tables are guidelines for general play. Variations of your own design are encouraged. Those DMs unfamiliar with the world of the RAVENLOFT game and its concepts will find a wealth of useful information in the *RAVENLOFT Boxed Set* and the various RAVENLOFT modules.

Each entry includes the following information:

CLIMATE/TERRAIN defines where the creature is most often found. Climates include arctic, subarctic, temperate, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in an area. *Very rare* is a 4% chance, *rare* is 11%, *uncommon* is 20%, and *common* is a 65% chance. Chances can be adjusted for special areas.

ORGANIZATION is the general social structure the monster adopts. "Solitary" includes small family groups.

ACTIVE CYCLE is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common.

DIET shows what the creature generally eats. *Carnivores* eat meat, *herbivores* eat plants, and *omnivores* eat either. *Scavengers* eat mainly carrion.

INTELLIGENCE is the equivalent of human "IQ". Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables in the AD&D® *Dungeon Masters Guide*. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible: if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by a parenthetical multiplier (×10, etc.)—not to be confused with treasure type X. Do not use the tables to place dungeon treasure, as numbers encountered underground will be much smaller.

ALIGNMENT shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING indicates an average encounter size for a wilderness encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.

ARMOR CLASS is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed AC do not include any special bonuses noted in the description.

MOVEMENT shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows: *Fl* = fly, *Sw* = swim, *Br* = burrowing, *Wb* = web. Flying creatures will also have a Maneuverability Class from A to E.

HIT DICE controls the number of hit points damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point spread instead of Hit Dice, and some will have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4 hit points (8-36 total). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

THAC0 is the attack roll the monster needs to hit armor class 0. This is always a function of Hit Dice, except in the case of very large, non-aggressive herbivores (such as some dinosaurs). Humans and demihumans always use player character THAC0s, regardless of whether they are player characters or "monsters". THAC0s do not include any special bonuses noted in the descriptions.

NUMBER OF ATTACKS shows the basic attacks the monster can make in a melee round, excluding special attacks. This number can be modified by hits that sever members, spells such as *haste* and *slow*, and so forth. Multiple attacks indicate several members, raking paws, multiple heads, etc.

DAMAGE PER ATTACK shows the amount of damage a given attack will make, expressed as a spread of hit points (dice roll combination). If the monster uses weapons, the damage will done by the typical weapon will be followed by the parenthetical note "weapon". Damage bonuses due to Strength are listed as a bonus following the damage range.

SPECIAL ATTACKS detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES are precisely that, and are detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw allowed.

SIZE is abbreviated as: "T," tiny (2' tall or less); "S," smaller than a typical human (2+' to 4'); "M," man-sized (4+' to 7'); "L," larger than man-sized (7+' to 12'); "H," huge (12+' to 25'); and "G," gargantuan (25+').

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE is the number of experience points awarded for defeating (not neccessarily killing) the monster. This value is a guideline that can be modified by the DM for the degree of challenge, encounter situation, and for overall campaign balance.

Combat is the part of the description that discusses special combat abilities, arms and armor, and tactics.

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals.

Ecology describes how the monster fits into the campaign world, gives any useful products or byproducts, and presents other miscellaneous information.

Close variations of a monster (e.g. merrow, ogre) are given in a special section after the main monster entry. These can be found by consulting the index to find the major listing.

Encounters in Ravenloft

The environment (both mental and physical) in an AD&D® game set in the dark domains of Ravenloft is not what it is in TSR's other fantasy campaign settings. While this is apparent in many places, it is perhaps most significant in the presentation of monsters and similar encounters. Before we begin to present the various monsters and minions of darkness that a party adventuring in Ravenloft is likely to encounter, let's take a few moments to go over some basic guidelines. By becoming familiar with these guidelines and making them a part of each encounter, the Dungeon Master will be better able to make the mysterious and macabre world of Ravenloft come alive for his players.

Random Encounters

Traditional random encounters, in which the DM checks a variety of tables periodically to determine if an encounter occurs and exactly what the party encounters, really have no place in a RAVENLOFT™ game. Nothing so simple as blind chance should drive the course of an adventure in Ravenloft. Each encounter, whether with man, beast, or monster, should be a premeditated and carefully controlled part of the scenario.

This is not to say that random events can never be used in a RAVENLOFT game—only that care must be taken and a little extra effort put into planning by the DM. It is perfectly all right to orchestrate a handful of encounters ahead of time, set up a chart to determine which one occurs with a given die throw, and then check periodically to see if one turns up. In such cases, however, each event should be a logical part of the scenario that has the effect of enhancing the game as a whole.

To illustrate this point, consider the following scenario: an elven vampire has been stalking the land, and the party has been trying to track it down and end a string of evil deaths attributed to it. The DM sets up six random encounters and decides that one will happen each day. A simplified encounter table might look something like this:

Die Roll	Encounter
1	Party finds body of new victim with clues to the location of the vampire's lair on the corpse.
2	Party finds diary that tells the story of the vampire's origin and hints at some of his personality.
3	Minions of the vampire, aware that the PCs are tracking their master, attack the party while they sleep.
4	A wandering Vistani woman is discovered. She consults the stars and provides the PCs with information about the vampire's weaknesses.
5	Party comes across a local citizen who remembers a story his grandfather used to tell him. Using this information, the party can learn how to protect themselves from one of the vampire's special attacks.
6	PCs come across the vampire while it is attacking another victim. The vampire is not interested in engaging in a prolonged fight and flees the encounter after only a brief skirmish.

As you can see, each of these encounters provides a random event that serves a role in the evolution of the game. In addition, the DM can prepare these encounters in advance, devoting the time to make them each unique and interesting to the party. Thus, these encounters become far more than a chance to trade blows with some faceless monsters for no readily apparent reason.

A Typical Encounter

In the Forgotten Realms, for example, it might be perfectly all right for a DM to describe an encounter to his players in terms that are absolute and clear. Assume that a party in the Forgotten Realms is travelling to Calaunt when the dice indicate a random encounter. The Dungeon Master checks his tables quickly and finds that the party has come across a pair of ogres. Thinking quickly, he decides to present the party with a bridge that spans the narrow river they have been following. A pair of ogres have taken to robbing those who would use the bridge, and the party will have to deal with them. The DM's description of the encounter might be as follows:

> Your party comes to a bend in the path. With some concern, you notice that the singing of the birds in this gentle forest has suddenly been stilled. Ahead, the path comes to a solidly built, but poorly tended, wooden bridge that crosses a wide length of the river you have been following. The water beneath it looks cold and swift, as do the pair of ogres who stand atop the bridge. With cruel smiles, they each pick up a heavy axe and lumber toward the party. "Before humanscum go over bridge they must give us shineygold!" rumbles one of the creatures in a voice heavy with menace.

The intent of this scene is obvious: the party is being challenged to either pay the toll demanded by the ogres or engage the monsters in combat and win their way across the bridge by force of arms. The scene plays no part in any greater adventure, but is a well-presented and probably entertaining encounter that everyone should enjoy (as it presents possibilities for both role-playing and combat).

Further, there are enough descriptive elements in the text (the silent birds, the cold water, etc.) to make the narrative seem fairly vivid to most players. In short, the DM has done a perfectly fine job of setting out for his players what they have encountered and what they must do to get past it. For their part, the players understand that they are faced with ogres and can decide on their course of action based upon the relative wealth, strength, and cleverness of their characters. A carefully calculated decision can be made and play can proceed from there.

A Ravenloft Encounter

To repeat the example above, in a more "Ravenloftian" fashion, assume that the party is investigating the disappearances of a number of local farm families. The reason behind these strange happenings is simply that an ancient curse on the newly cleared lands they are farming has been triggered. The nature of the curse is such that it has transformed these people into ogres and bound them into the protection of the lands they would have exploited. Thus, the party is again travelling down a path beside a river when they encounter a pair of ogres.

> The narrow path makes a gradual turn toward the river. It snakes around a copse of dark and brooding pine trees to open out at the foot of a wide bridge. Although the bridge is built of stout-looking wooden logs and assembled in a most professional manner, signs of neglect and unrepaired damage dot the structure. It seems clear that no effort has been made to maintain this once fine construction.

The water moving under the bridge is grey and looks cold. Here and there, dark shadows seem to flicker just beneath its surface, moving too quickly for you to be able to tell exactly what caused them. The water moves swiftly past this point, filling the air with churning splashing sounds as it runs over the rocky shallows along the bank.

As you take in this scene, a sense of uncertainty fills the party. One by one, you begin to realize that the birds overhead have grown silent. The sunlight, which had been streaming in brilliant pillars through the scattered branches overhead, has been blocked off by a single dark cloud that seems to have swallowed the noonday sun. Even the faint humming of insects and chirping of crickets has faded away. The air is heavy with the scent of wet earth, yet alive with expectation.

Suddenly, a pair of dark figures rise up from the shadows under the bridge. As they step into the light, a gasp escapes the lips of your company. Each of these foul-looking creatures towers above even the tallest member of your band. Although humanoid, these brutes are clearly not men. Their skin is dark and mottled, and their cold eyes gleam with barely-restrained bloodlust. The taunt muscles of their hulking bodies ripple smoothly as they move toward you. Their mouths hang open slightly as they draw in heavy breaths through yellow, jagged teeth. A foul odor, like that found in the ruins of a violated crypt, smothers the sweet smell of pine that fills the rest of this forest. With low growls that sound like the warning snarl of some vicious dog, these awful things stride toward the party.

Obviously, the second example goes into more detail than the first one. The scene is largely the same, but the second is more graphic and lavish in its particulars. Despite this, however, the reader will note that it deprives the players of or clouds much factual information. Consider the following points:

1. The Environment: Note that both descriptions touch on the environment in which the encounter takes place. In each case, the players are able to picture the area around them and use the information presented to them in deciding how their characters will act.

In the Ravenloft example, however, the environment becomes more ominous and potentially threatening. Dark shapes drift beneath the surface of the water below the bridge—are they harmless fish or lurking horrors? The sun, which was so recently shining brightly in the sky, has been covered by a dark cloud—is magic involved? The crickets and birds have grown silent—is it because of the ogres or is something else lurking in ambush?

By making the most of the description of the environment in which an encounter takes place, the DM can inject a level of suspense not normally found in AD&D® games.

2. The Mood: Notice that the mood in the first encounter is fairly up-beat. The ogres are clearly a danger to be faced, but the scene is presented in such a way as to elevate the party members to the status of equals. That is, while the ogres are clearly dangerous monsters, the characters are brave heroes who have the strength and determination to stand against them.

In the Ravenloft example, the mood of the text is darker. The party is presented with information in a way that makes it seem to them that everything around them is more powerful than they are. The ogres are described as hulking creatures with rippling muscles and wicked fangs. An air of the supernatural hangs about the scene that will make any party think twice before feeling too cocky.

3. The Monsters: An observant reader will note that the word "ogre" does not appear in the Ravenloft encounter. It's all well and good to tell characters in a typical fantasy campaign that they are fighting an ogre, since its a part of the everyday world they live in. For adventures in Ravenloft, however, the DM must play up the macabre and alien aspects of the supernatural. By describing the monsters only as hulking humanoid creatures, the party is left unclear as to what they are facing. Could these be hill giants? If they are ogres, are they common ogres—might they not be ogre magi? Maybe they're bugbears or some form of evolutionary throw-back—or something altogether new and unknown? Without a solid base from which to draw conclusions about the nature of their enemies, the party members will have to be careful about their choice of tactics and weapons.

A side benefit of this use of descriptive text is that it prevents the "rules lawyers" among us from instantly selecting the best attack mode against a given creature. For example, everyone knows to use burning oil and flame attacks against trolls. A DM who describes such creatures in loose terms, playing up their supernatural aspects, makes it far more difficult for the player to decide that he is, in fact, faced with trolls and not some other loathsome menace.

4. Potential Solutions: Lastly, the first scene makes it clear to the players what is expected of them—they must battle the ogres or forfeit their hard-won gold. The second presents no such hard and fast solutions to the players. The players may well assume that these beasts mean them no good, but can they be certain of it? It could be that direct confrontation will rob the party of vital information or place them in direct conflict with creatures far more powerful than they are (remember, they aren't sure that these are ogres).

By not handing out obvious solutions to the problems encountered, the DM leaves the players free to make their own decisions and assumptions. Not only is this good role-playing, it can lead to a far more exciting and challenging game. By never allowing the players to have all the information they need, the DM is making the world around them mysterious and uncertain.

Story Telling

Try to remember that a DM running a RAVENLOFT™ game is under a special obligation to his players. While each and every DM refereeing an AD&D game has accepted the challenge of entertaining his players, the judge in a Ravenloft game must go beyond even that formidable task. To properly run a campaign in Ravenloft, the DM must become a true story teller.

Mood and description are the keys to success here. While each of the monsters in this book has been designed to make them fit well into a gothic horror setting, they can easily be used too loosely and freely—transforming them into nothing more than sword practice for a party of adventurers. Conversely, almost any monster can be transformed into a horrifying nightmare with just a little story telling by the DM. If kobolds are described as "a cowardly, sadistic race of short demihumans," it is easy to use them for comedy relief or nuisance encounters. If, instead, they are described as looking "twisted mockeries of children with cruel eyes and snarling, dark voices," they become far more interesting and, potentially, horrific.

By keeping the points above in mind, the DM can go a long way toward making each and every RAVENLOFT game session an exciting one. Obviously, there are many other factors that must be sewn together to make the unique fabric of the Ravenloft gaming environment whole. The importance of properly presenting and using the monsters provided in this book may, however, be the make-or-break point in an enjoyable campaign in Ravenloft.

Ravenloft Encounter Tables

Generic Monstrous Compendiums (MC1 & MC2)
Bat (common)
Bat (large or giant)
Bat (huge or mobat)
Carrion Crawler
Doppleganger
Elf, Drow
Gargoyle
Ghost
Ghoul
Ghoul (lacedon)
Ghoul (ghast)
Golem, Lesser (flesh)
Golem, Lesser (clay)
Golem, Greater (stone)
Golem, Greater (iron)
Groaning Spirit (banshee)
Guardian Daemon (least)
Guardian Daemon (lesser)
Guardian Daemon (greater)
Hag (annis)
Hag (green)
Hag (sea)
Haunt
Hell Hound
Heucuva
Homonculous
Imp
Jackalwere
Lich
Lich (demilich)
Lycanthrope, Werefox (foxwoman)
Lycanthrope, Wererat
Lycanthrope, Werewolf
Mind Flayer
Mummy
Poltergeist
Rakshasa
Rat (common)
Rat (giant)
Shadow
Skeleton
Skeleton (animal)
Skeleton (monster)
Spectre
Vampire
Vampire (oriental)
Wight
Will o'wisp
Wolf
Wolf (worg or dire)
Wolf (winter)
Wolfwere
Wraith
Zombie
Zombie (monster)
Zombie (ju-ju)

Forgotten Realms® (MC3)
Claw, Crawling
Cloaker
Darkenbeast
Death, Crimson
Revenant
Web, Living

DragonLance® (MC4)
Beast, Undead (Stahnk)
Beast, Undead (Gholor)
Dreamshadow
Dreamwraith
Fetch
Fire Minion
Fire Shadow
Haunt, Knight
Imp, Blood Sea
Knight, Death
Spectral Minion
Warrior, Skeleton
Wichtlin
Yaggol

Greyhawk® (MC5)
Crypt Thing
Hound, Yeth
Kyuss, Son of
Necrophidius
Raven (Ordinary)
Raven (Huge)
Raven (Giant)
Scarecrow
Shadow, Slow
Wraith (Swordwraith)
Wraith (Soul Beckoner)
Zombie, Sea

Kara-Tur (MC6)
Buso (Tigbanua Buso)
Buso (Tagamaling Buso)
Chu-u
Con-tinh
Gaki (Jiki-ketsu-gaki)
Gaki (Jiki-niku-gaki)
Gaki (Shikki-gaki)
Gaki (Shinen-gaki)
Goblin Rat
Goblin Spider
Hannya
Hengeyokai (fox)
Hengeyokai (racoon dog)
Hengeyokai (rat)
Hu Hsien
Ikiryo
Kaluk
Krakentua
Kuei
Memedi
Oni (Common)
Oni (Go-Zu-Oni)
Oni (Me-Zu-Oni)
P'oh Gohei
Spirit, Stone
Yuki-on-na

Spelljammer® (MC7)
Ancient Mariner
Spiritjam

Outer Planes (MC8)
Baatezu, Lesser—Abishai
Baatezu, Least—Spinagon
Baatezu, Lesser—Barbazu
Baatezu, Lesser—Erinyes
Baatezu, Lesser—Hamatula
Baatezu, Least—Nupperibo
Baatezu, Greater—Pit Fiend
Baatezu, Greater—Amnizu
Baatezu, Greater—Cornugon
Baatezu, Greater—Gelugon
Baatezu, Lesser—Osyluth
Baatezu, Lemure
Bebilith
Bodak
Gehreleth
Githyanki
Githzerai
Hordling
Larva
Night Hag
Nightmare
Tanar'ri, Greater—Babau
Tanar'ri, Greater—Chasme
Tanar'ri, Greater—Nabassu
Tanar'ri, Guardian—Molydeus
Tanar'ri, Least—Dretch
Tanar'ri, Least—Manes
Tanar'ri, Least—Rutterkin
Tanar'ri, Lesser—Alu-Fiend
Tanar'ri, Lesser—Bar-lgura
Tanar'ri, Lesser—Cambion
Tanar'ri, Lesser—Succubus
Tanar'ri, True—Balor
Tanar'ri, True—Glabrezu
Tanar'ri, True—Hezrou
Tanar'ri, True—Marilith
Tanar'ri, True—Nalfeshnee
Tanar'ri, True—Vrock
Vaporighu
Yugoloth, Greater—Arcanaloth
Yugoloth, Greater—Nycaloth
Yugoloth, Greater—Ultroloth
Yugoloth, Lesser—Dergholoth
Yugoloth, Lesser—Hydroloth
Yugoloth, Lesser—Mezzoloth
Yugoloth, Lesser—Piscoloth
Yugoloth, Lesser—Yagnoloth

Spelljammer® (MC9)
Allura
Dreamslayer
Dweomerborn
Firelich
Skullbird
Spirit Warrior
Undead, Stellar

Bastellus

CLIMATE/TERRAIN:	Any city or village
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Dream essences
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 15 (A)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'tall)
MORALE:	Unsteady (5-7)
XP VALUE:	6,000

The bastellus is a haunting, undead creature that comes in the night to feed upon the dream energies of helpless sleepers. In many cultures, it is known simply as a *nightmare* or *dream stalker*.

The bastellus is seldom seen, for it only appears in the presence of sleeping beings. Reports of the creature's true form, however, have been gathered from those who came across one while it was feeding. From these accounts, it is known that the bastellus looks like a hulking humanoid shadow. Utterly featureless, it feeds by placing its outstretched hand upon the victim's brow. When feeding, it always has its head thrown back as if it were in ecstasy, for the absorption of dream energy causes it great pleasure.

No recorded attempt to communicate with a bastellus has ever succeeded, so its language (if any) is unknown to mortal man. It is assumed, however, that a bastellus can impart messages to others through manipulation of their dreams, for many incidents have occurred in which previously unknown facts were available to someone after a visitation from a bastellus.

Combat: The eerie and spectral nature of the bastellus makes it largely invulnerable to physical harm. Only magical weapons of +3 or better can strike the creature, and even they do only half damage to it. Like most undead, it is immune to *charm*, *sleep*, or *hold* spells. Spells that depend on cold, heat, or electricity to inflict damage cannot injure bastelli and, as they have no physical bodies, they are immune to all manner of poisons. Holy water and the like cause no damage to bastelli, but they can be turned (as if they were ghosts) by powerful priests and clerics. A *dispel evil* cast directly a at bastellus is the only sure way to destroy it, and even then it is allowed to a save vs. spells to avoid annihilation.

The bastellus can move about in dimly lit or shadowy places without detection 95% of the time. Even persons on their guard for a dark form moving through the shadows have little hope of spotting the horror—a percentage chance equal to the higher of their Intelligence or Wisdom scores.

A *protection from evil* spell will prevent the bastellus from entering a given area or attacking a given individual, but it is not harmed by these spells. A *negative plane protection* spell is fully effective against a bastellus and also breaks the creature of its desire to feed again on the same victim (although it may do so out of chance or proximity, it is no longer compelled to do so as described below.)

If it desires to move into an area with awake beings in it, the bastellus can employ a powerful *sleep* spell that affects all beings within 50 feet. A saving throw vs. spells is permitted by those in range, but this roll is made at a −4 penalty. This spell is so powerful that elves are only 30% resistant to it and half elves are only 10% resistant.

Once all of the persons in a given area are asleep, the bastellus picks out a target and moves in to feed. Since the *sleep* it induces in others is a magical and dreamless one, it does not attack those who have been affected by its power. Thus, only someone who was asleep before its spell was cast will be targeted. In addition, the bastellus is unable to feed on the spirit essences of elves and half-elves, so they are safe from its preying as well.

To attack, the bastellus moves close to its victim and reaches out an arm to touch the target's brow. As soon as it makes contact, the dreams of the sleeper become twisted. Whatever scene he or she might have been imagining turns dark and evil. The only common thread in these visions of terror is that they will be drawn from the darkest part of the dreamer's mind—the id—and will reflect his or her greatest fears.

For example, if a paladin is worried about his chaste love for a sweet princess and is dreaming of an evening rendezvous with his cherished one, he might find that she has suddenly turned into a sultry temptress. Her actions might be so alluring that in his dream he cannot turn away from her, even though he knows that to yield to her invitations spells certain doom. In the end, he is forced to embrace the twisted mockery of his betrothed and his soul seems to fade to absolute darkness.

When the dreamer awakes, he feels shaken and distraught. The night's sleep proves to be unrestful, and the memory of the horrible dream burns in his mind. No hit points are recovered from a sleep interrupted by a bastellus, and the character will awake too disturbed to be able to memorize new spells or perform any act of great mental concentration. In addition, the victim will find that he has been reduced by one level due to the feeding of the dark creature.

Any being reduced to below level 0 by the preying of a bastellus will die in its sleep, seemingly of a heart attack. If the body is not destroyed (via cremation, immersion in acid, or similar means), its spirit will rise in a number of days equal to the number of levels it lost to the bastellus. Thus, a 14th level wizard would rise up in two weeks. The new spirit is also a bastellus, but it has no connection with the monster that created it.

If caught unawares, the bastellus can be forced into actual combat—although it will always try to flee from such confrontations. In these cases, it is very limited in power, for its *sleep* spell does not work on those who can see it. The creature has other powers to enable it to escape in such cases, but they are not nearly so fearsome as its energy draining dreams. The bastellus can invoke an area of *darkness* within 50 feet of itself (often to cover its escape) and pass through any solid object without resistance.

As creatures of darkness, bastelli will shun brightly lighted areas. While their natural ability to create darkness is able to overcome magical light sources of less than 3rd level (a normal *light* spell, for example), it cannot darken an area illuminated by more powerful spells. Thus, a *continual light* spell will provide enough luminescence to prevent the bastellus from entering the lighted area. Note that bright light does not harm the creature, but serves to keep it at bay. Further, the presence of a bright light will not prevent the bastellus from employing its *sleep* spell on those in the illuminated area if it can draw near enough to them to do so.

Should the bastellus be forced to attack, it does so by moving through a living being (requiring a normal attack roll to do so). If the bastellus can do this, the victim must save vs. spells or be driven into an extreme state of paranoia. The victim's companions become (to him) his greatest enemies, as drawn from his own subconscious by the touch of the bastellus, and he will attack them without mercy. Although these delusions last only 1d4 rounds, the chaos that usually ensues during this time provides more than enough cover to allow the bastellus to escape.

If the bastellus is reduced to zero hit points but is not destroyed by the casting of *dispel evil*, it will rise again to plague the world. When the last blow is struck to the creature, it will seem to boil away into nothingness like the cloud of steam rising above a pot of boiling water. At the same time, it throws its head back and unleashes a telepathic cry of anguish and pain that causes all within 50 feet to make a fear check. If the creature was in contact with a victim when it was struck down, the shock to the dreamer is so intense that he or she must save vs. death or be instantly slain. On the next night, the bastellus will rise again at the place where it was first created to renew its dreadful preying.

The bastellus passes the day in a pocket dimension of shadows and nightmares (see below). Because of the regenerative effects of its slumber here, the creature is always returned to full hit points before the coming of night and its return to the prime material plane.

Habitat/Society: The bastellus is drawn to places where large numbers of people dwell and, thus, dream. Because of this, it frequently appears in cities and towns.

While in a given location, it seeks out those who have the most vivid dreams. Usually, this includes highly passionate or motivated individuals and those rare creative minds who can find true freedom of expression only in their nightly flights of fantasy. Because these people tend to be the most extroverted and well known persons in their area, their sudden and mysterious deaths often cause quite a stir. Before long, it becomes all too clear that some foul creature is stalking the citizenry and feeding on those who provide its fire and life.

Once the bastellus has fed upon a given person's dreams, it becomes obsessed with that person and will return to taste his or her essences nightly until the victim dies. As soon as this fate befalls its chosen prey, the creature moves on in search of another energetic mind upon which to feast.

As mentioned earlier, those who die from the preying of a bastellus may well become one themselves. On the night that the disembodied spirit returns from the dead, it feels a burning hunger. Having no memory of its past life, the spirit knows only that it must seek out the dreams, aspirations, and loves of others in order to fill the void that aches within it. Before the night is done, it must taste the dream essences of another or fade away, never to return. Usually, this is not a problem as the victim probably died in a city and the spirit will reappear at the site of its death.

The pocket universe in which the bastellus passes the day is believed to be associated with an unusual conjunction of planes. Many luminaries have postulated that it must contain aspects of both the negative material plane and the dreaded demiplane of Ravenloft. As these creatures are encountered only in the latter realm, such an explanation seems likely.

Ecology: There are those who would argue that the bastellus is a creature from beyond the grave and, therefore, has no place in the biology of the natural world. In fact, there is a great deal of speculation that this is not the case. Numerous scholars have put forth the theory that the bastellus is actually a product of the unrecognized hopes and aspirations of living creatures. If this is true, then the bastellus is very much a by-product of the living world and at least nominally important to it. This debate has raged for countless centuries, however, and it seems that the scholars who put forth both arguments are no closer to a resolution of the issue than they were when the debate began.

The dream essences of the bastellus, while hard to obtain, are of almost incalculable value to necromancers and illusionists in the crafting of magical items. It is said that an illusionist who uses even the tiniest fraction of such a creature's substance as a material component in the creation of an illusion will find that the images they create are drastically more vivid than they might otherwise be—making it almost impossible for victims to convince themselves that they are not real.

Bat, Ravenloft

	Sentinel	Skeletal
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Nil
INTELLIGENCE:	Avg (8-10)	Non-(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Special	Neutral
NO. APPEARING:	1	2-12
ARMOR CLASS:	6	5
MOVEMENT:	3, Fl 18 (C)	1, Fl 15 (C)
HIT DICE:	1	1-1
THAC0:	19	20
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4 (1d4)	1-3 (1d6/2)
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (1')	T (1')
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	65	65

Bats are more common in the dark realms of Ravenloft than they are anywhere else in the known universe. All of the traditional varieties of bat (common, large, giant, huge, mobat, and so forth) are represented in one domain or another, but two distinct species of bat are found only in Ravenloft.

A sentinel bat is a strange form of bat that is drawn to powerful undead and serves them as familiars serve wizards. While they look much like common bats, being roughly the same size and coloration, they are often marked in some way by their masters. Thus, a sentinel bat that is serving a vampire whose family crest is a silver crown might develop a grey crown-shaped patch of fur.

The eyes of a sentinel bat are normally deep black, but when their master wishes to see through them, their eyes glow like pinpoints of fiery red light.

Through a series of clicks and ultrasonic whistles they are able to speak with and command other species of common (or even giant) bats. In this way, a single sentinel bat can provide its master with a vast intelligence network composed wholly of bats.

Combat: Sentinel bats are unusual enemies. They seldom engage in direct combat, preferring to flee any potentially dangerous situation. Often, they will call upon other bats in the area and command them to cover their escape. When they do attack, they will swoop down upon a victim and bite them, inflicting 1d4 points of damage per successful attack. In addition, they have the traditional powers of their masters available to them. Thus, a sentinel bat who is serving a wight has the ability to drain 1 level of life energy with each strike, is hit only by silver or +1 or better magical weapons, and is immune to *sleep*, *hold*, and *charm* spells. They never have the ability to create undead, however, so any creature slain by a sentinel bat serving a wight would not rise up as a wight themselves. The life energy drain (if any) of a sentinel bat is less potent than that of its master, however; lost levels are regained at a rate of 1 per day or by the casting of a *remove curse* or *atonement* spell upon the victim.

Habitat/Society: Sentinel bats are to undead what familiars are to wizards. When any free-willed, intelligent undead creature in Ravenloft desires a companion, it can call upon the Mists to deliver to it a sentinel bat. Such a request can be made but once every decade, and only one bat serves an undead individual at any given time. The request for a bat must be made near a bat lair at midnight, on a night when the moon is full. During the next full moon, the undead creature returns to the lair and one of the bats, now transformed into a sentinel, will fly to join him. Thereafter, the bat's master can look through the eyes of its pet whenever it desires and see what the bat sees. In all other regards, however, the link between the two creatures functions as if the two were linked by a *find familiar* spell. Because the death of a sentinel bat can result in the death of its master, these creatures are seldom sent into dangerous situations.

Ecology: Sentinel bats are normal creatures who have been empowered by the Mists of Ravenloft. Like their mundane kin, they have an acute natural sonar, keen eyesight, and subsist on a diet of insects and such.

The body of a sentinel bat has been used with great success in the creation of devices and potions intended to convey power over the undead.

Skeletal Bat

Skeletal bats are created by the use of an *animate dead* spell and are often associated with necromancers or evil priests. They are to bats what traditional skeletons are to humans — mindless animated remains.

Skeletal bats attack with their bony claws (inflicting 1-3 points of damage) and are often used as guardians by those who create them. In addition, they radiate an *aura of fear* that causes all creatures who view them to make a fear check. A bonus of +1 is allowed on the check for every 3 full hit dice that the victim has. Thus, a 5th level character looking upon a skeletal bat is entitled to a +1 on his fear check.

Skeletal bats are nothing more than puppets who will obey simple instructions given to them by their creator. These cannot be overly long (two or three concepts is the most one of these monsters can understand) and must be very clearly worded. Because of this, their tasks are usually quite simple.

The bones of skeletal bats can be used in the creation of bone golems (described elsewhere in this book).

Bowlyn

CLIMATE/TERRAIN:	Any ocean or sea
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	18
HIT DICE:	4+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (1d6)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	975

The bowlyn (or *sailor's demise*, as it is often called) is a strange and dreadful spirit that haunts ocean-going vessels. In many ways, the creature has been likened to a poltergeist or similar restless spirit that haunts the place of its death.

Like the poltergeist, a bowlyn is typically invisible. Unlike the former, however, it *can* become visible when it wishes to. When visible (or invisible and viewed by someone who can see such things), the bowlyn appears as a gaunt and skeletal seaman. Although the creature's features are torn and twisted by the trauma of its death, it is often possible for those who knew it in life to recognize their former shipmate. Such individuals are entitled to an Ability Check on Wisdom to see if they can identify their former companion. Those who do are instantly required to make a horror check and may, at the DM's discretion, be called upon to make a fear check as well.

Bowlyn do not communicate with the living in any way, although they do constantly moan and wail in agony as they seek to exact vengeance upon those they blame for their deaths.

Combat: Bowlyn generally engage only in indirect combat. When they do opt to use their deadly touch in melee, however, it inflicts 1d6 points of damage and causes the victim to save vs. paralysis or instantly be overcome with nausea. Individuals so affected suffer a −4 penalty on all attack rolls, saving throws (including fear and horror checks), and proficiency checks until they are cured with any form of healing magic. Any healing spell, even one as minor as *goodberry* or *cure light wounds* will remove the nausea from the character.

When a bowlyn chooses to attack through indirect means, it generally does so by causing accidents aboard the ship on which it died. These accidents will often begin as minor mishaps (a secured line coming loose or damage to a minor navigational instrument) and gradually grow into severe hazards (the crow's nest breaking free with a sailor in it or the destruction of all navigational charts). More often than not, the latter stages of a bowlyn haunting result in men being hurled overboard to die by drowning (see the *Player's Handbook* for rules on this).

The bowlyn can be successfully attacked only with magical weapons or spells. It has the traditional spell immunities associated with undead and cannot be affect by *charm*, *sleep*, *hold*, or similar spells. Because it is not solid, spells that are meant to bind a physical form (like *web*) will not affect it. Bowlyn are immune to the damaging effects of holy water, but can be turned as if they were ghasts by priests or similar characters.

Because the bowlyn is a spirit tied directly to the sea, it can be destroyed without combat by any captain wise (or foolish) enough to run his ship aground while the bowlyn is haunting the vessel. In such cases, the creature is instantly annihilated and the mysterious accidents it has been causing will cease. Of course, if the bowlyn learns that a captain or crew mean to do this, the spirit will take action to prevent it.

Over the course of its "visit" to the ship, the creature will stage one mishap per night. If possible, it will arrange accidents similar to the one in which it died, or incidents related to its former duties on the ship. Thus, a bowlyn that was once a navigator might arrange for a fire in the ship's chart room.

On the last night of its haunting, the bowlyn will attempt to sink, cripple, or destroy the ship. In order to spread fear and panic among the crew, the bowlyn will arrange for those near the scene of an accident to catch fleeting glimpses of its being.

Habitat/Society: Bowlyn are undead spirits who, like the poltergeist, do not rest easily in their graves. Without exception, they were sailors on ocean-going vessels who died due to an accident at sea. In life, they were cruel or selfish persons; in death they blame their shipmates for the mishap that took their lives. Thus, they return from their watery graves to force others beneath the icy waves.

Typical hauntings do not occur immediately after the death of the sailor fated to become a bowlyn. It takes the spirit of the seaman from 1-10 years to return from the grave. The first appearance of a bowlyn always takes place on the anniversary of its death and the haunting lasts for 1-6 weeks.

Ecology: The bowlyn is a dangerous creature. Since it exists only to torment those it blames for its death, it has no place in the natural world. While the accidents arranged by a bowlyn often affect persons it never knew in life, the focus of its attacks will always be those it served with prior to death.

Broken Ones

	Common	Greater
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any (night)	Any (night)
DIET:	Varies	Varies
INTELLIGENCE:	Low (5-7)	High (13-14)
TREASURE:	I, K, M	I, K, M (Z)
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	3-12 (3d4)	1-4 (1d4)
ARMOR CLASS:	7 (10)	5 (8)
MOVEMENT:	9	9
HIT DICE:	3	5
THAC0:	17	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6 (or by weapon)	1d8 (or by weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4-7' tall)	M (4-7' tall)
MORALE:	Unsteady (5-7)	Steady (11-12)
XP VALUE:	175	420

Broken ones (or *animal men*) are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their very nature has been forever altered by the shock of this event. It is rumored that some broken ones are the result of failed attempts at *resurrection*, *reincarnation*, or *polymorph* spells.

While broken ones look more or less human, they are physically warped and twisted by the accidents that made them. The characteristics of their non-human part will be clearly visible to any who see them. For example, a broken one who has been infused with the essence of a rat might have horrific feral features, wiry whiskers, curling clawed fingers, and a long, whip-like tail.

Broken ones know whatever languages they knew as human beings and 10% of them can communicate with their non-human kin as well. It is not uncommon for the speech of a broken one to be heavily accented or slurred by the deformities of its body.

Combat: Broken ones tend to be reclusive creatures and combat with them is rare. Still, they are strong opponents. Broken ones are almost always blessed with a greater than human stamina, reflected in the fact that they always have at least 5 hit points per Hit Die. Thus, the weakest of broken ones has at least 15 hit points. In addition, broken ones heal at a greatly accelerated rate, regenerating 1 hit point each round.

A broken one will often wield weapons in combat, inflicting damage according to the weapon used. Many broken ones have also developed claws or great strength, which makes them deadly in unarmed combat. Hence, all such creatures inflict 1d6 points of damage in melee. Unusually strong strains might receive bonuses to attack and damage rolls.

Many broken ones have other abilities (night vision, keen hearing, etc.) that are derived from their animal half. As a general rule, each creature will have a single ability of this sort.

Habitat/Society: Broken ones tend to gather together in bands of between 10 and 60 persons. Since they seldom find acceptance in human societies, they seek out their own kind and dwell in secluded areas of dense woods or rocky wastes far from the homes of men. From time to time they will attack a human village or caravan, either for supplies, in self-defense, or simply out of vengeance for real or imagined wrongs. If possible, they will try to seek out their creator and destroy him for the transformations he has brought upon them.

When a society of these monsters is found, it will always be tribal in nature. There will be from 10-60 typical broken ones with one greater broken one for every 10 individuals. The greater broken ones (described below) will act as leaders and often have absolute power over their subjects.

Ecology: Broken ones are unnatural combinations of men and animals. Their individual diets and habits are largely dictated by their animal natures. Thus, a broken one who has leonine characteristics would be carnivorous, while one infused with the essence of a horse would be vegetarian. There are no known examples of a broken one who has been formed with the essence of an intelligent nonhuman creature.

Broken ones do manufacture the items they need to survive. These are seldom of exceptional quality, however, and are of little or no interest to outsiders. Occasionally, broken ones may be captured by evil wizards or sages who wish to study them.

Greater Broken Ones

From time to time, some animal men emerge who are physically superior. While they are still horrible to look upon and cannot dwell among men, they are deadly figures with keen minds and powerful bodies. Their twisted and broken souls, however, often lead them to acts of violence against normal men.

These creatures regenerate at twice the rate of their peers (2 hit points per round) and inflict 1d8 points of damage in unarmed combat. When using weapons, they gain a +3 to +5 bonus on all attack and damage rolls. Like their subjects, they often have special abilities based on their animal natures. Such powers, however, are often more numerous (from 1-4 abilities) and may be even better than those of the animal they are drawn from. For example, a greater broken one who is created from scorpion stock might have a chitinous shell that gives it AC 2 *and* it might have a poisonous stinger.

Bussengeist

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	N/A
MOVEMENT:	9
HIT DICE:	N/A
THAC0:	Special
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	*Despair*
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	0

A bussengeist is the spectral form of someone who died in a great calamity brought on by their own action or inaction. They look much like they did in life, save that they are partially transparent. Over time, the gloom and suffering that the spirit is forced to witness takes its toll and the features of the creature become sad and tired. Thus, these harbingers of doom often appear far older than they were at the time of their death.

The bussengeist is a ghost like creature that finds itself drawn to scenes of great disasters or tragedies. With a slow, sad pace, it walks the countryside travelling from crisis to crisis. As a rule, the bussengeist does not cause the disaster to occur, but is drawn to it for some reason. Once present, however, the aura of despair that surrounds the creature can certainly make an already bad situation worse.

Bussengeists are able to communicate with those around them via a limited form of telepathy. More often than not, however, they will convey only gloomy tidings of impending doom, not information that might be used to avert the coming catastrophe.

Combat: Bussengeists do not engage in combat directly. Their lot in life (or death, as the case may be) is simply to witness time and time again the type of disaster that killed them.

When a bussengeist arrives to view a scene of destruction, it radiates an *aura of despair*. This aura will affect only one side in a battle, generally the side most akin to "good." All creatures within 120 feet of the bussengeist suffer a penalty of −4 on all attack and damage rolls, saving throws, and proficiency checks. Other die rolls may be negatively affected as well, at the DM's option. The effects of this aura can be avoided by characters who make a successful save vs. spells.

While a bussengeist cannot be harmed by physical weapons, it may be confronted, driven off, and even destroyed by some spells. Attempts to turn undead, however, will prove fruitless.

A bussengeist can be forced away from a place by a wizard or priest who employs a *control undead*, *holy word*, *limited wish*, or *dismissal* spell. A bussengeist driven away in this manner will return in 2-12 hours, however, and will be immune to further casting of the same spell by the same wizard. The *forbiddance* spell can be cast to prevent a bussengeist from entering a given area for the duration of the spell.

While these means will serve to provide temporary protection from the bussengeist, destroying one is another matter entirely. The only way to annihilate a bussengeist is with a *wish* or *dispel evil*.

Habitat/Society: Bussengeists are solitary wanderers. Unlike the typical nomad or vagabond, however, they have no control over their movements. They are constantly drawn from tragedy to tragedy and forced to witness scenes of destruction similar to that which ended their own lives. As a rule, only those persons who feel remorse for their actions will become bussengeists. For example, a traitor who allowed an invading force to gain access to a walled city and was himself slain in the ensuing battle might become a bussengeist. If he was killed without warning and felt no pity for those his actions had brought misery to, he would not be transformed. If, on the other hand, he knew that he was about to die and had reason to feel that he had acted in error, he might well become a bussengeist. In his afterlife, he would visit cities in the process of being raided by barbarians, castles being overrun by monsters, and similar scenes.

Bussengeists travel from place to place in an insubstantial, though not invisible, state. Once they reach the place they are forced to travel to, they begin to radiate their *aura of despair*. Once the catastrophe that drew them has occurred, they will feel a need to move on. Walking with a slow, methodical stride they will seek out another place where a tragedy is about to unfold.

Bussengeists generally arrive at the scene of a disaster 1-6 days before it is to occur. Thus, the inhabitants are given some warning that a crisis is at hand (if they are wise enough to recognize the tragic, spectral figure of the bussengeist for what it is).

Ecology: Being an unnatural creature, the bussengeist has no real place in the ecology of the world it has left behind. The same is not true, however, of the course of history. There are many scholars who can point out great battles which, they claim, can only have been decided by the influence of these tragic souls.

The essence of these creatures, if captured in some way, can be a powerful magical component. It is rumored that many cursed magical weapons are forged in fires fanned by the breath of a bussengeist and that their powers are harnessed in the creation of *drums of panic* or a *harp of discord*.

Darkling

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	J, K, M, (A)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	8 (10)
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (or by weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	9
XP VALUE:	420

The darkling is a member of the Vistani (see the RAVENLOFT™ *Boxed Set*) who has been cast out from his people. No longer tied to the fabric of the demiplane in the same way that he once was, the darkling becomes more and more evil with the passing of time. In the end, he or she is utterly corrupted by the gloom of the surrounding land.

Darklings look much like their distanced Vistani cousins, save that their skin tends to be even darker and they are almost uniformly gaunt. Their features are sunken and worn, making them look as if they had been far too long without nourishment. They dress much like other Vistani, save that they lose their taste for bright colors and tend to wear drab earth tones.

Darklings want as little to do with true Vistani as possible, but often prey on normal men and their societies. They speak the common tongue of men and are generally familiar with a handful (3 to 6) other languages or dialects.

Combat: The darkling still clings to a portion of the power that was once his. As such, he is a dangerous and clever opponent. Perhaps the most important of his abilities is that of *foreseeing*. Because the darkling has an innate sense of what his enemies are about to do, he is never surprised and makes all saving throws automatically. In addition, the darkling imposes a -2 penalty on all opponents' surprise rolls. For this reason, the darkling often strikes from ambush.

In melee combat, the darkling will generally rely on light arms like daggers and short swords, doing damage according to the weapon employed. The use of lethal poisons on bladed weapons is a darkling trademark, however, so those who suffer even a minor scratch from a darkling blade may be in deadly peril. The toxin created by darklings is similar to type E poisons (injected, immediate, death/20) and they will share the secrets of its creation with no one. It is rumored that even the Vistani cannot duplicate the poisons of their distanced kin.

If a darkling attains surprise when it attacks someone, it will often employ its *evil eye*. This curse is a variant on the traditional Vistani enchantment and causes its victims to suffer a -2 on all attack rolls and saving throws unless they save vs. spells.

Habitat/Society: Having been cast out of the Vistani society for some crime or wrongful act, the darkling often gathers a band of human thugs around him and takes up a life of heinous crime and wandering brutality. While they are unable to cross the misty borders between the domains of Ravenloft, a darkling is said to know every stone and tree in the domain he dwells in. This imprisonment in a single domain is quite painful to a people as full of wanderlust as the Vistani and serves to fuel the evil desire for vengeance that burns in the darkling's heart.

Often, a darkling will work toward some grand scheme which he feels will allow him to escape from the domain he is imprisoned in (or even from Ravenloft itself) and strike back at his former people in some way. Since the Vistani are in far better harmony with the environment than their darkling outcasts, such plans of vengeance are seldom anything but failures.

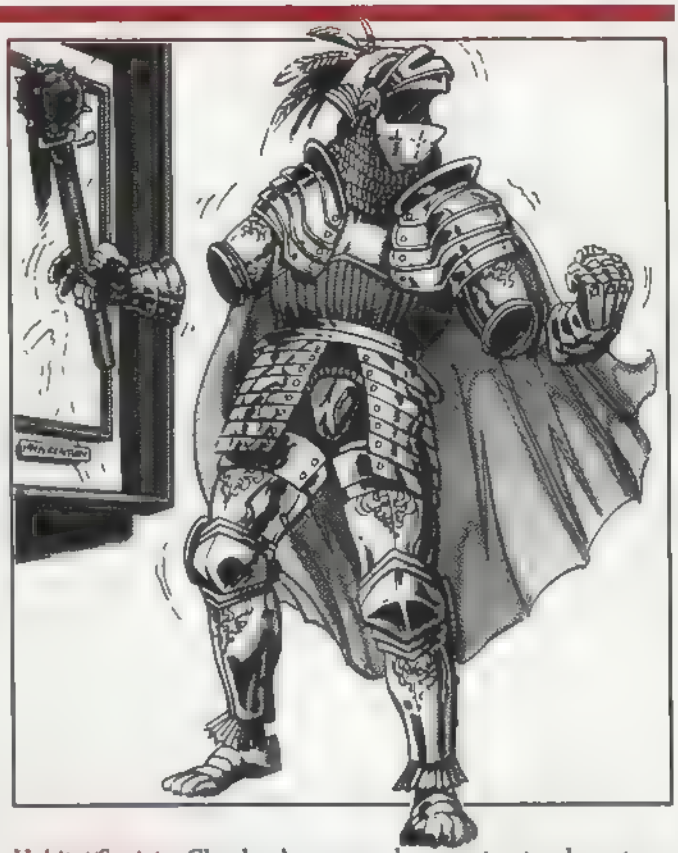
Darklings often claim to retain more of their fortune telling powers than they truly do. Predictions offered by them, however, are either lies or educated guesses.

Ecology: The darkling lives either alone or as the leader of a small band of thugs and ruffians. He looks upon the Vistani as cruel people who have done him wrong and upon normal men as pawns and objects of prey. To the darkling, the world has committed a great wrong and now owes him a great debt. Thus, he looks upon all material things as his rightful property and takes what he needs without regard for the consequences of his actions.

The death of a darkling usually (90%) draws the attention of the nearest Vistani group. Within a week, they arrive at the location of the demise, bury the body (if such is still available), and perform an ancient rite designed to soothe the spirit of their tortured brother and allow him to rest in eternal peace. If this ritual is not completed, there is a 90% chance that the darkling will return in 1-6 weeks as a ghast (if the body is intact) or as a wraith (if the body has been destroyed). This undead creature will then hunt down those men who served it in life and kill them, transforming them into ghouls (if the darkling returns as a ghast) or wights (if it is a wraith). Thus, its evil band will again plague the lands.

Doom Guard

CLIMATE/TERRAIN:	Any castle or ruin
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	2,000



Originally nothing more than a suit of armor, the doom guard is now an animated creature similar in nature to a golem. Created by a series of arcane enchantments, these frightening automatons are often used as guards in the castles and towers of those who create them. Doom guards are found in both western and eastern (oriental) styles as well as a variety of others.

Doom guards never speak and, thus, have no language of their own. They are able to obey simple commands from their creator, but these are generally limited to one or two rudimentary concepts. Typical orders include "stay in this room and attack anyone but me who enters" or "kill anyone who opens this chest until I tell you otherwise."

Combat: The doom guard is an unsubtle and straightforward opponent. When their instructions call for them to engage in combat, they simply move toward their intended target and strike with their weapons. Subtle planning can often enable a party to outwit doom guards without having to battle them one-on-one.

Most doom guards are armed with some manner of sword, axe, or bludgeon. In almost every case their blows with these weapons will inflict 1-8 (1d8) points of damage. In rare cases (about 1 in 10), they are equipped with heavier or lighter weapons (50% chance of either) and can inflict 1d10 or 1d6 points of damage respectively.

Doom guards are not undead, although they are often mistaken for creatures of this type. They cannot be turned or affected by spells that are intended for use against the living dead (*control undead*, etc.)

Spells such as *charm*, *hold*, *sleep*, or other mind affecting magics have no power over doom guards because of their mindless nature. Similarly, the fact that they are not true living beings makes them immune to spells that depend on biological function (*cause light wounds* or *cause blindness*, for example). For like reasons, poisons do not harm them.

Heat- and cold-based attacks inflict only half damage to doom guards, with successful saving throws (when applicable) indicating that no harm is done. Lightning- or electricity-based spells inflict full damage when used against these unnatural foes. A *transmute metal to wood* or *crystalbrittle* spell is instantly fatal to doom guards, transforming them and destroying the delicate balances of the spells that keep them animated.

Habitat/Society: Clearly, doom guards are not natural creatures and have no society. They dwell only in those places where they have been created and stationed and have no means of reproducing themselves.

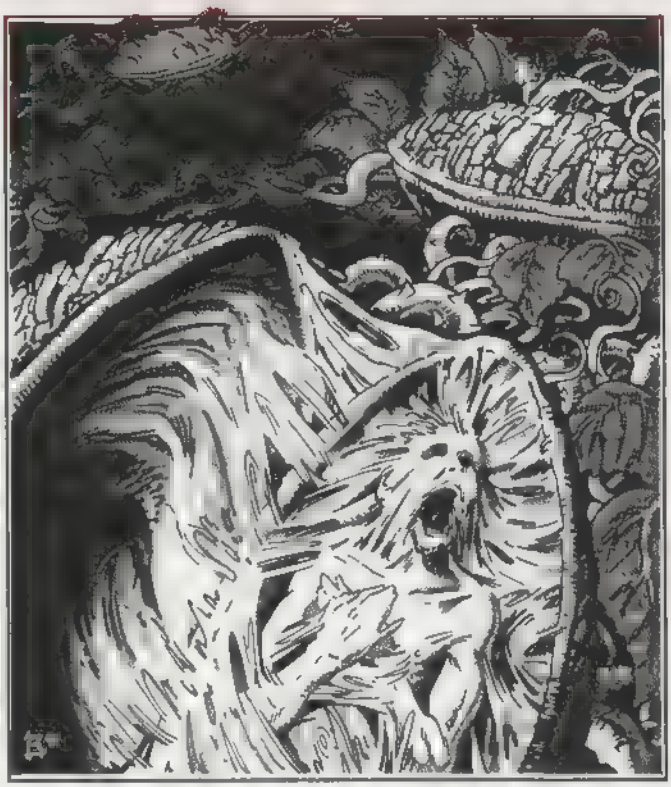
Ecology: The creation of a doom guard is an interesting process, for it runs contrary to the idea of an "enchanted suit of armor." The reason for this is simply that the suit of armor is never actually subjected to a spell cast directly upon it. Rather, the doom guard is fashioned using an enchanted *anvil of darkness*, and it is this device that gives the creature its magical aura.

The first step in the creation of an *anvil of darkness* is the building of the anvil itself. The raw materials used in the creation of this object must be attained from the body of a slain iron golem. When the anvil is cast, it must have either a *scarab versus golems* (of any type) or a pristine, unread *manual of golems* set at its heart. Before the hot metal of the anvil cools, it must be enchanted by a powerful wizard. The first step in this enchantment is the weaving of an *enchant an item* spell over the anvil to make it ready for further wizardry. A *fabricate* spell is cast next, in order to the give the anvil the creative essence that will be so important to it in later years. Subsequently, a *binding* spell is employed to capture the last essences of the spirit that once animated the anvil in its iron golem form. Finally, a *permanency* spell is used to bind these magics into a single, cohesive enchantment that will enable the anvil to carry out its function.

Once the *anvil of darkness* is created, it can be used by a skilled armorer to create one doom guard every 20 weeks. Once work on a specific doom guard is begun, the armorer must work at least 8 hours out of 24 on his creation. Work cannot be halted or delayed for any reason or the enchanting process fails.

Doppleganger Plant

	Doppleganger Plant	Podling
CLIMATE/TERRAIN:	Any warm, temperate land	Any warm, temperate land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Patch	Band
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Nil
INTELLIGENCE:	Genius (17-18)	Genius (17-18)
TREASURE:	Nil	Varies
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1 or 2	1- 20
ARMOR CLASS:	10 (vines) or 6 (pods)	Varies
MOVEMENT:	Nil	Varies
HIT DICE:	11 to 18	Varies
THAC0:	Nil	Varies
NO. OF ATTACKS:	1	Varies
DAMAGE/ATTACK:	0	Varies
SPECIAL ATTACKS:	*Mind bondage*	Varies
SPECIAL DEFENSES:	See below	Varies
MAGIC RESISTANCE:	Nil	Varies
SIZE:	G (10'wide/hp)	M (6'tall)
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	25,000	Varies



The origins of this horrific plant are utterly unknown, as is much important information about it. The reasons for this are numerous, but center around the difficulty of coming into contact with the creature to study it and living to record one's observations.

In appearance, the doppleganger plant looks much like any of a variety of melon-bearing crops. It spreads out in a tangle of vines and broad, glossy leaves. Scattered throughout its mass are a number (1 per Hit Die) of pods, each measuring between four and eight feet long. These pods are the source of the wicked creature's intelligence. They also serve as its main form of self defense as they are able to dominate the minds of others and make them serve the plant's will.

The doppleganger plant cannot communicate with those it does not control, but is able to instantly exchange information and instructions with those it has taken over. In this manner, the doppleganger plant knows and experiences all that its minions do and see.

Combat: The doppleganger plant itself is unable to attack or defend itself except with its unusual *mind bondage* power. Thus, in physical combat, it depends on its minions to fight for it.

Doppleganger plant patches are unusually resistant to fire and lightning, suffering only half damage from all flame- or electricity-based attacks. Cold-based attacks do normal damage, as do most other forms of magical attack. Weapons employed against the plant's vines and leaves inflict but 1 point of damage per successful attack roll, but those directed against the pods themselves inflict normal damage.

Only 20% of the creature's hit points are represented by the tangle of vines and leaves that makes up the majority of its mass. The remaining hit points are divided evenly between each of its pods. Destruction of all the hit points in the vines does not kill the plant, but gives it the appearance of being slain. Conversely, destruction of the pods without the elimination of the vines and leaves will not kill the plant either. Thus, many doppleganger plants that are left for dead eventually sprout up again, to reap their harvest of horror anew.

Once each round, the doppleganger plant can attempt to use its *mind bondage* power on any sleeping or unconscious creature within a 1 mile per Hit Die radius of its patch. The intended victim is located via mystical means and the plant need not be able to see its target; neither does the plant have to be aware of its victim's existence prior to the use of this power. Although this power may be employed any number of times per day, only one new slave may be obtained in a given 24 hour period. Thus, once the plant has taken control of another creature, it cannot dominate a second being for at least one full day.

The *mind bondage* power of the doppleganger plant acts much like a combined *trap the soul* and *domination* spell. Victims of the *mind bondage* attack are entitled to a saving throw vs. spells to avoid its affects. Success indicates that they have escaped the influence of the doppleganger plant but are aware that something evil has just tried to attack their minds. Elves and half-elves have the same resistance to this power that they do to *charm* spells as do all other races with similar defenses.Those who fail their saving throws become podlings (see below). Once a being becomes a podling, it can go anywhere (even crossing over to another plane or existence) and still be in instant contact with and under the absolute control of the plant that created it.

A podling is created when the life force of a being under *mind bondage* is drawn into one of the plant's pods, where it remains until that pod is destroyed. The number of hit points that a given pod has is determined as described above, and any pod that is destroyed will release the soul trapped within it. Freed spirits will attempt to return to their bodies. This can be done only if the body has not been slain or destroyed and requires the character in question to make a resurrection survival check. This counts toward the number of times a character can be resurrected and is handled in all ways as if it were an actual resurrection attempt. A successful return to the body leaves the character dazed and helpless for roughly one hour while he throws off the effects of the imprisonment.

Doppleganger Plant

Habitat/Society: Doppleganger plants are found only in warm, moist climates and generally appear after some form of prediction of doom (usually an inauspicious comet or meteor shower) has shown itself in the heavens. The connection between these two events has never been fully understood.

The doppleganger plant seems to feed upon its podlings and thus is constantly seeking new ones to enslave. Because there is no range restriction on the plant's power to control its minions, it will often send them abroad in an effort to lure more victims into its grasp. It is not unknown for whole towns to fall beneath the shroud of evil that one of these creatures spreads.

In cases where more than one plant is encountered, they will often cooperate. These highly intelligent creatures have never been known to turn against each other, despite their foul alignments. A pair of doppleganger plants working in concert will often use their agents in seemingly conflicting roles to keep potential victims off balance until they can be defeated.

Doppleganger plants have been know to allow some of their minions to be destroyed without true resistance. In much the same way that a masterful chess player will sacrifice a pawn to take a more valuable piece, the doppleganger plant will often arrange for one of its lesser minions to be lost in order to improve the position of one of its other puppets. ("Don't be silly, Derodd can't be a podling—she's the one who discovered that two of the town guards were acting under *mind bondage*, remember?")

Ecology: Doppleganger plants sustain themselves by drawing away the vital essences of their podlings (see below). They require nothing else (not even sunlight or water) to survive. Their appearance only in warm and temperate regions remains a mystery, but may be linked more to reasons of comfort than environmental need.

The sap from a doppleganger plant's vines as well as the flesh from the inside of its pods have both proven to be useful in the creation of magical potions and devices that influence the minds of others in some way. In many cases, the latter material results in the creation of magical powers twice as great as those found in devices crafted with other materials. Thus, a *potion of human control* created with the heart of a doppleganger pod allows the imbiber to control a total of no less than 64 levels or Hit Dice worth of humans or demihumans.

Podlings

These tragic creatures are the victims of a doppleganger plant's *mind bondage* spell. In addition to providing the plant with nourishment at the cost of their own life essences, podlings also act as the plant's eyes and hands. Although podlings are mentally dominated by the plants they serve, their actions are in no way stiff or unnatural. Any casual observer will almost certainly assume that there is nothing unusual about the podling.

A podling retains all knowledge and abilities it had in its previous existence, but now serves the needs of the doppleganger plant exclusively. It is no longer alive in the sense that it once was. Any basic medical check will reveal that there is no respiration (except as needed to speak or smell), no heart beat, and no response of the pupils to light. Similarly, podlings have no need (or desire) to eat, drink, or sleep. It is through these differences that they are most often found out when they move among men. However, the average person has only a 10% chance per hour spent with the podling of noticing anything amiss about it. Even then, only those who knew the individual before it was enslaved have a chance of detecting something specifically wrong. ("Derodd didn't want any chocolates? Strange, I've *never* known her to turn one down before.")

In addition, podlings usually weigh far less than they did when they were "alive." This factor can be accidentally or purposefully discovered by those with whom a podling comes into contact. Starting 24 hours after it has been placed under *mind bondage* by the doppleganger plant, a podling will begin to waste away. They will lose 1d4 hit points a day as the plant feeds upon their essences. This wasting occurs at the center of the body and gradually works its way outward with all manner of tissues, bones, and bodily fluids being consumed. When the podling finally dies from the feedings of its master, it will be nothing more than a hollow shell of flesh with some muscle tissue and subcutaneous fat. The creature gradually becomes lighter as more and more of its mass is absorbed by the plant. Thus, for every 25% of its hit points lost to the plant, the podling weighs 20% less than it did before its transformation. A 200 pound man would, therefore, be reduced to a shell weighing only 40 pounds (20% of its original weight) when it finally died.

Anyone fighting a podling with a slashing or piercing weapon has a 5% chance per hit point inflicted upon it of noticing that there is something unusual about the creature. Following that, there is a 10% chance per point of damage inflicted on subsequent rounds of discovering that the podling is partially hollowed out. If the attacker has no reason to suspect that this is the case, he will be forced to make a horror check as soon as the truth about the creature is uncovered. Any examination of the corpse of a podling who has been killed with such weapons will instantly reveal the nature of the beast.

When called upon to defend the doppleganger plant, the podling will not hesitate. It draws upon all of the knowledge and power it had prior to its transformation (including spells, special abilities, or familiarity with the enemy's tactics, weaknesses, and capabilities) to defeat the enemies of the plant. Thus, the actual statistics used for an individual podling will vary greatly. Most, however, are ordinary men, women, and demihumans who have fallen under the influence of the evil doppleganger plant.

Podlings will often lure unsuspecting victims within range of the plant's *mind bondage* spell. They will then attempt to knock the victims unconscious or convince them to sleep so that new podlings can be created.

Elemental, Ravenloft, General Information

Ravenloft elementals are not dissimilar to their more mundane cousins. However, they are created because of an unusual interaction between the Mists of Ravenloft and the fabric of the elemental planes. Thus, they tend to absorb some of the dark aspects common throughout the land and take on an aura of the macabre not found in elementals elsewhere.

Unlike true elementals, those formed in conjunction with the mists have no native plane to return to when their tasks in Ravenloft are done. The essences that animate them, however, are found in the mists that surround the dark domains of Ravenloft. Like true elementals, they can exist outside of the mists only in a shell of material drawn from the environment into which they are summoned.

As a rule, elementals are not very intelligent. They are aware, however, that they have been snatched away from their normal lives and forced into physical shells to do the bidding of another creature. As such, they are foul-tempered and violent when encountered and will seek, if possible, to avenge themselves upon their summoner (see below).

Combat: All Ravenloft elementals share a number of common features, many of which apply to combat situations. First, they are harmed only by magical +2 or better weapons. Similarly, creatures with fewer than 4 Hit Dice and no magical abilities are unable to harm an elemental in any way. Thus, a band of goblins would be helpless to fend off the attacks of an elemental unless they had access to a +2 or better weapon.

Unlike normal elementals, Ravenloft elementals are not held off by spells like *protection from evil* that ward off extraplanar creatures, for they are on their own plane in Ravenloft. In addition, the fact that many spells intended for use against elemental creatures function differently in Ravenloft than they do in other realms makes these creatures doubly difficult to overcome.

All elementals are immune to attacks that draw on their basic natural element to inflict damage. Thus, a pyre elemental (which is a variant fire elemental) is unharmed by spells like *fireball*, and a grave elemental would remain unharmed by a *transmute rock to mud* spell.

Summoning an Elemental:

There are three ways by which an elemental can be called into existence (conjured) by a wizard. These are detailed in the basic Elementals entry and will not be repeated here. The following information, however, supersedes the data presented earlier and applies only to the conjuration of elementals in Ravenloft. Much of this information is collected from various points in the RAVENLOFT™ *Boxed Set*.

The Dark Powers of Ravenloft restrict the free travel of planar creatures into and out of their domain. Thus, any attempt to summon a traditional elemental (air, earth, fire, or water) has a 20% chance of creating a Ravenloft elemental instead. If the materials needed to form such a creature are not close at hand, the Dark Powers provide them. Ravenloft elementals summoned by accident cannot be controlled by their conjurer and will be free-willed, angry forces when they arrive. For additional information on this, see "Controlling an Elemental" below.

Although most appearances of Ravenloft elementals are the result of a failed attempt to conjure a traditional elemental, this is not always the case. A specific attempt to conjure a Ravenloft elemental is possible, provided the caster has the materials required to form the creature's shell (soil from a grave, a funeral pyre, etc.). In fact, it is only through the purposeful summoning of a Ravenloft elemental that such a creature can be controlled by its conjurer. Such deliberate uses of the Dark Powers of Ravenloft require a Ravenloft Powers check by the summoner, with the level of the check (1-5%) being determined based on the purpose for which the summoned creature is used.

In all other ways, the process of conjuring an elemental in Ravenloft is similar to that employed outside of the dark domain.

Controlling an Elemental:

As stated in the basic elemental entry, absolute concentration is required to control a summoned elemental. In Ravenloft, however, it is even more difficult to control elementals than it is in other planes. Because of this, all conjured elementals receive a saving throw versus spells at -2 to escape control on the round that they arrive in Ravenloft. If this spell fails, they are not allowed another unless a new person tries to take control of them (see below). Ravenloft elementals that are conjured by accident are automatically uncontrolled (or *free-willed*).

A *free-willed* elemental will use its first action to attempt a return to its home 25% of the time. Otherwise, it will attack the character that conjured it. Since escaping from Ravenloft is not easy, those elementals who attempt to leave instantly will fail and will then turn on their creator as well.

Spells like *dismissal* or *banishment* do not work the same way in Ravenloft that they do in other domains. The exact effects of these and other spells are described in the RAVENLOFT *Boxed Set*, but it should suffice to say that they are seldom able to send a summoned elemental out of Ravenloft.

In all other ways, control of elementals is handled the same way that it is in other realms. The exception to this, obviously, is that a summoned elemental cannot return to its home plane (as most will do after no more than 3 rounds of combat). Trapped in Ravenloft, they will do everything in their power to destroy those who brought them into that place.

A Ravenloft elemental that is successfully controlled will, of course, break free of the caster's influence at the end of the duration of a conjuration spell. Since it is unable to return to its home at this time, it will become *free-willed* (see below).

Stealing Control of an Elemental:

This is handled just as it is with normal elementals, save for one thing. Any successful attempt to break another's control of an elemental allows it to make a new saving throw (albeit with a -2 penalty) to avoid the control of its new master.

Free-willed Ravenloft Elementals:

A free-willed Ravenloft elemental will seek to destroy the one who created it, for only by so doing can it be freed from servitude. As soon as the conjurer is slain, the Ravenloft elemental dissipates, ending any threat it might pose to others. If the summoner flees the area, it will find itself stalked by the monster until one or the other is destroyed. Because of the bond created between the two beings at the time of the summoning, the elemental will always know the location of its intended victim and can follow him no matter where he goes or what wards he erects around himself.

Elemental, Ravenloft

	Pyre	Blood	Mist	Grave
CLIMATE/TERRAIN:	Any Ravenloft land	Any Ravenloft	Any Ravenloft	Any Ravenloft Graveyard
FREQUENCY:	Very rare	Very Rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	0	0	0	0
MOVEMENT:	12	12	Fl 36 (A)	6
HIT DICE:	8, 12, or 16	8, 12, or 16	8, 12, or 16	8, 12, or 16
THAC0:	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5	8 HD: 13 12 HD: 9 16 HD: 5
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	3d8	3d6	2-20 (2d10)	4-40 (4d10)
SPECIAL ATTACKS:	See below	See below	*Infuse evil*	*Sink*
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	8 HD: L (8' tall) 12 HD: L (12' tall) 16 HD: H (16' tall)	8 HD: L (8' tall) 12 HD: L (12' tall) 16 HD: H (16' tall)	8 HD: L (8' dia) 12 HD: L (12' dia) 16 HD: H (16' dia)	8 HD: L (8' tall) 12 HD: L (12' tall) 16 HD: H (16' tall)
MORALE:	8 HD: Champion (15-16) 12 HD: Champion (15-16) 16 HD: Fanatic (17-18)	8 HD: Champion (15-16) 12 HD. Champion (15-16) 16 HD: Fanatic (17-18)	8 HD· Champion (15-16) 12 HD: Champion (15-16) 16 HD. Fanatic (17-18)	8 HD: Champion (15-16) 12 HD: Champion (15-16) 16 HD: Fanatic (17-18)
XP VALUE:	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000	8 HD: 4,000 12 HD: 8,000 16 HD: 12,000	8 HD: 3,000 12 HD: 7,000 16 HD: 11,000

Pyre Elementals

The wild and dancing pyre elemental is drawn from the flames of a funeral pyre or some large burning associated with a burial rite. A pyre elemental appears as a slender column of intense flame with tendrils of fire licking away from it like the waving arms of a dancer.

Combat: A pyre elemental attacks those it encounters with unmatched savagery, taking delight in the destruction and death it causes. Anyone who is struck by one of the lashing streams of fire that it wields whip-like in combat suffers 3d8 points of damage. Their armor (including shields and magical items of protection) must make saving throws vs. magical fire. Suits of armor that fail their saves have their armor class reduced in effectiveness one step. Thus, a suit of brigandine armor that fails its saving throw is reduced from AC 6 to AC 7. Shields and magical devices that improve the wearer's armor class which fail their saves are destroyed.

Blood Elementals

A blood elemental can be called forth only from a large quantity of blood or from water drawn from the lungs of drowned men. Because of the difficulty in obtaining these materials, they are the rarest of the Ravenloft elementals.

Blood elementals appear as roughly humanoid creatures composed entirely of blood. They leave a trail of drying blood on the ground behind them and fill the air around them with the smells of salt and iron. A pair of fluid tentacles whip about the creature and allow it to manipulate objects and attack enemies.

Combat: A blood elemental will attack in one of two ways. The first, and most common means of attack is a blow from one of its tentacles. Each such strike inflicts 3d6 points of damage. Further, the victim of such an attack must make a saving throw versus spells or have a portion of his own blood drawn forth from his body and added to that of the elemental. The amount of blood lost in this way is equal to the damage done by the initial blow. Thus, an attack that inflicts 12 points of damage is followed by a potential blood drain that inflicts an additional 12 points of damage. Hit points lost to the blood drain are added directly to the elemental's own hit point total (to a maximum of 8 hit points per Hit Die). When striking at a target that has no blood of its own (a golem, say), the blood elemental cannot employ its blood drain attack and suffers a -2 penalty per die on all damage rolls (to a minimum of 1 point per die).

In any round that the elemental chooses not to attack, it may attempt to smother an opponent. To do so, the elemental makes a normal attack roll to hurl itself onto the target of the attack. If it succeeds, the victim of the attack must make a saving throw versus death or find that the elemental has filled his nose, mouth, and lungs with blood. The victim of this attack has a very good chance of drowning (as described in the AD&D® *Player's Handbook*). On the next round, the elemental is free to move away from this victim and attack another character, leaving the first target for dead. Attacks on the elemental while it is smothering do full damage to the elemental and half damage to the victim (who is unable to lash out at the elemental while being smothered).

Curiously, although they are a variant on water elementals, blood elementals are unable to enter or cross open water. If forced into such a situation, they begin to dissipate—suffering 1d10 points of damage per round—until such time as they break contact with the water.

Mist Elemental

A mist elemental is a relative of the traditional air elemental who has been formed from the essences of the Ravenloft Mists them-

selves. Once conjured, the mist elemental appears as a drifting cloud of white vapor that looks like nothing more than a patch of fog. Because of this, a mist elemental that is moving about in a region of fog or mist is treated as if it were *invisible*.

Combat: When a mist elemental chooses to attack, it does so with its chilling, evil touch. Moving with a speed one would never expect from a being that seems to drift about at the mercy of the wind, the elemental moves toward (and then through) its target. In so doing, the creature has the ability to employ one of two attack modes. The first is a simple, straight-forward attack that inflicts 2d20 points of damage from the creature's chilling presence.

In lieu of inflicting damage, however, the mist elemental may seek to *infuse evil* into the victim. When it does so, the creature seems to enter the body of the victim and then pass on through it without harm. However, anyone subject to such an attack must save vs. spells or have their alignment shifted to chaotic evil. In addition, a character who has been *infused* is also *charmed* by the elemental and will not act against it. The elemental may not *infuse evil* twice in a row. That is, it may not *infuse evil* again until after it attacks and attempts to inflict damage. This attack may be against the same character or another one. All of the normal penalties associated with an involuntary alignment change are in effect following an attack by a mist elemental. In order to regain their original alignment and break the *charm* upon them, *infused* characters must receive a *remove curse* spell cast by an individual of their true alignment.

Grave Elemental

The grave elemental is a variant earth elemental that is drawn from the soil of a graveyard or similar resting place of the dead. It appears as a towering, man-shaped mass of earth with bones and the shattered remnants of coffins protruding from it.

Combat: A grave elemental cannot travel through water, but can move effortlessly through earth and stone. It often uses the latter ability to allow it to lurk beneath the surface of the ground while would-be victims draw near. When they are right above it, it explodes upward and attacks, imposing a −4 penalty on all surprise rolls made by its adversaries.

When grave elementals engage in combat, their preferred means of attack is simply a blow from their mighty fists. The damage they inflict with such an attack is dependant on their size, with 8 HD elementals delivering 4d8 points of damage, 12 HD elementals delivering 4d10 points of damage, and the massive 16 HD elementals inflicting a crushing 4d12 points of damage.

Grave elementals are less effective when striking at targets who are air- or waterborne. Obviously, they cannot employ their *sink* power (see below) against such creatures and any physical damage they inflict on them is reduced by 2 points per die (to a minimum of 1 point per die).

In lieu of attacking with brute force, they may employ a magical power that functions as the *sink* spell of a wizard whose level is equal to their Hit Dice. They may cast this spell but once per hour and may only use it against creatures or objects standing on an earth or stone surface. Although this is an innate power and has no casting time or components, the elemental is unable to undertake any other action in the round that it attempts to *sink* an opponent.

Grave elementals share the earth elemental's ability to lash out at buildings with earthen or stone foundations. Their attacks against such structures can be devastating and are far more effective than those made by other creatures of similar power due to the elemental's affinity for the building materials used.

Ermordenung

CLIMATE/TERRAIN:	Any Borca
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	W (I)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	15
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15-16)
XP VALUE:	650

The ermordenung are a dark and evil people found almost exclusively in the domain of Borca. Here, they act as elite agents who serve Ivana Boritsi, the ruler of that dread domain. On rare occasions, they are sent on missions outside of Borca to further the interests of their mistress.

Ermordenung appear as normal human beings of surpassing beauty. The men are tall, normally no less than six feet in height, and smoothly muscled. They seem to radiate an inner power from their finely set classical features. The women are tall, often only an inch or two shorter than the men, and have the perfect features that every artist tries to create. Both sexes are marked by raven hair and penetrating dark eyes that, it is said, are almost hypnotic. Their complexion, however, is rather more pale than that common to most of the people in Borca and contrasts greatly with their dark hair and eyes.

The ermordenung speak the common language of the people of Borca. Their dialect, however, is marked by an aristocratic manner and they carry themselves with a noble bearing that sets them apart from all but the ruling family.

Combat: In combat, an ermordenung will attempt to grasp an exposed area of flesh on an opponent's body so that their deadly touch can do its work. Any successful attack roll indicates that the target has been touched and must save vs. poison (with a +4 bonus on their roll). The effects of the ermordenung toxins are felt within seconds—those who fail their saves are instantly slain, while those who succeed suffer 10 points of damage.

If the attack roll is a natural 20, the ermordenung has managed to get a firm grip on his enemy. In such cases, the victim must make a saving throw vs. poison (with no modifiers). While failure to save still results in death, success indicates that 20 points of damage are inflicted. If the target is unable to pull free of the grip (see below), they will be subject to the same saving throw each round until they are slain or they escape.

In non-combat situations, the ermordenung will often use their great physical beauty and overwhelming charisma to lure would-be victims of the opposite sex close. Once their victims are at ease, they draw them into a deadly embrace and slay the hapless souls with their toxic kiss. Victims of this "kiss of death" are entitled to a saving throw vs. poison (with a -4 penalty to their die roll). As usual, failure indicates instant death. Success, on the other hand, indicates that the victim suffers 30 points of damage. Those who survive this horrid attack may attempt to break free of the embrace (see below), but will be kissed again on the next round if they fail to do so.

Breaking the grasp or embrace of an ermordenung is very difficult, for they are considered to have an 18/90 strength if male or an 18/50 strength if female. Weaker enemies must make a saving throw versus paralysis (with a -4 penalty to their roll) in order to pull away from their attackers. Those of equal strength need only make the saving throw itself, while those who are stronger than the ermordenung must save with a +4 bonus to their roll.

Ermordenung are immune to nearly all forms of toxins themselves. The only variety to which they have no natural resistance is that of their peers—any ermordenung is as vulnerable to the deadly touch of their kind as a normal man.

Habitat/Society: The ermordenung live as members of the ruling elite in Borca. They seldom mix with "the common folk" unless acting on behalf of their mistress, Ivana Boritsi.

The fact that the ermordenung cannot touch another living creature without causing it to whither and die causes them endless heartache. They have been forever denied the physical pleasures—the caress of a lover's hand, the embrace of a close friend, the affectionate hug of a child—that mean so much to mortal men. Their inner suffering and agony has been marshalled to make them cruel and heartless agents who carry out the orders of Ivana Boritsi without question.

Ecology: The ermordenung are normal humans who have been transformed, at the command of Ivana Boritsi, mistress of Borca, into nightmarish creatures. The process by which these creatures are created is dark and mysterious, but is believed to be so brutal to its subjects that only the most physically fit can survive it. Because of her own passionate nature, Ivana Boritsi selects only the most physically beautiful of her people for the "honor" of transformation.

Ghoul Lord

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Corpses
INTELLIGENCE:	High (13-14)
TREASURE:	Q, R, S, T, (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000

It is hard to imagine a more frightening creature than the dreaded ghoul lord. Lurking in places thick with the stench of death, the ghoul lord feasts upon the flesh of living and dead alike, often surrounding itself with a band of lesser undead that obey its every command.

The ghoul lord looks much like the common ghoul or ghast. It retains some semblance of its human form, but its skin has turned the sickly grey of rotting meat, its tongue has grown long and rasped, and its teeth and nails have become sharp and wicked instruments ideal for rending flesh and cracking bone.

Ghoul lords can speak the languages they knew prior to their death and transformation into the undead. When commanding their ghoul and ghast minions, however, they do not speak, but employ a telepathic sense that defies mortal languages.

Combat: The ghoul lord looks so much like a ghoul that it is 90% likely that it will be mistaken for such a creature even by those familiar with the undead. The true nature of these beasts becomes apparent, however, as soon as they spring into combat.

When a ghoul lord strikes with its long, cruel claws it inflicts 1d6 points of damage with each blow that lands. In addition, it can also bite with its deadly teeth, scoring 1d10 points of damage with each hit. Those hit by the creature's claws must save vs. paralysis or become unable to move for 1d6+6 rounds. Even elves are not immune to this effect.

The bite of a ghoul lord causes the victim to contract a horrible rotting disease unless a saving throw vs. poison is made. Those afflicted with this illness will lose 1d10 hit points and 1 point from their Constitution and Charisma scores each day. If either ability score or their hit point totals reach 0, the person dies. If the body is not destroyed, they will rise as a ghast on the third night after their death. In such a state, they are wholly under the command of the creature that made them until such time as that horror is destroyed. At that point, they become free-willed creatures.

The rotting disease can be cured by nothing less than a *heal* spell. Once the progression of the disease is halted, the victim's Constitution score will return to its original value at the rate of 1 point per week. Their Charisma, however, will remain at its reduced level because of the horrible scars this ailment leaves on both body and soul.

Like other undead of their ilk, ghoul lords are immune to the effects of *sleep* and *charm* spells. They are not harmed by holy water or contact with holy symbols, but can be turned as if they were 7 HD monsters. Ghoul lords are immune to damage from all but magical weapons or those forged of pure iron. A *circle of protection* has no effect on these creatures unless cold iron is used in its casting. Even then, the ghoul lord has a 10% chance per round of overcoming the effects of the spell and striking freely at those allegedly protected by it.

Ghoul lords do not radiate the foul odor associated with ghasts, but they do fairly reek of evil. In fact, this effect is so potent that those of good alignment suffer a −4 on all attack rolls when within 30 feet of these creatures. In addition, all persons who are forced to make a fear or horror check because of an encounter with a ghoul lord must do so with a −2 penalty on their die roll because of the creature's evil nature. A *remove fear* spell will negate the effects of this foul aura.

Habitat/Society: The ghoul lord is a foul creature found, thankfully, only in the demiplane of Ravenloft. It tends to dwell in isolated places rife with the odor of death; graveyards and ruins are its favorite haunts.

Ghoul lords always have a following of lesser undead with them. These minions act under telepathic command from the ghoul lord and are absolute in their loyalty to him. A ghoul lord's band will consist of 2-12 (2d6) ghasts, each of which commands 2-8 (2d4) ghouls.

Ecology: Ghoul lords are unique to the demiplane of Ravenloft. It is rumored that they were first created at the hands of an insane necromancer in some other dimension, but that they were so evil as to instantly draw the attention of the Dark Powers. The Mists of Ravenloft absorbed all of the existing ghoul lords and scattered them across the domains.

There are those who insist that the necromancer has also been transported to Ravenloft and that it is his twisted soul that rules the Nightmare Lands. Of course, no proof of this has ever been found.

Goblyn

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Servant
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	3-24 (3d8)
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	13
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6/1d6 or 2d6
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M (4-6')
MORALE:	Special/Fearless (20)
XP VALUE:	975

Goblyns are hideous creatures with slightly bloated heads, pointed ears, and glowing red eyes. They have long, mangy hair which grows only on the back of their head and necks. About half of their face is taken up with a wide mouth full of needle-sharp teeth.

These creatures are formed by powerful evil magical items and spells which transform humans into these twisted beings. This transformation causes them to become very evil and totally submissive to their master's every whim.

Goblyns have a telepathic link with their master and, through him, with all of the other goblyns he controls.

Combat: Goblyns are very nimble creatures causing a −2 adjustment to their opponent's surprise roll. Furthermore, when a goblyn is unexpectedly encountered, it will suddenly flash its teeth and leer at its opponent's face in a terribly frightening manner. A fear check is required the first time this is encountered. In any event, this action causes a −4 penalty to surprise. Those surprised will be so stricken with fear that they will be unable to move that round.

Goblyns seldom attack with weapons. Instead, they strike at their victim's throat with their clawed hands. Each successful claw attack inflicts 1d6 points of damage. If both of their claws hit, the goblyn is assumed to have gotten a solid hold on the target's neck. On each subsequent round, the victim will be bitten (usually in the face) for an additional 2-12 (2d6) hits. In addition, the victim will have difficulty breathing and must make a saving throw versus spells or suffer an additional 1d4 points of suffocation damage. Both of these attacks are assumed to be automatic hits. The goblyns refer to this as "feasting," and it is so frightening to observe that all who see someone attacked in this manner must make a horror check.

In addition, for every 10 points of feasting damage done, the victim will suffer a permanent −1 adjustment to their Charisma due to facial scars and deformities.

Any attacks made by someone who has a goblyn at his throat suffers a −3 penalty on all attack or damage rolls and saving throws. Others who are striking at a goblyn which is "feasting" gain a +2 on their attack and damage rolls while its attention is focused on its victim.

Goblyns are similar to undead creatures in that they never check morale.

All goblyns have the ability to move silently (80%), hide in shadows (70%), and climb walls (25%). They have infravision which functions at a range of 90 feet.

Habitat/Society: Goblyns are totally controlled by their master's desires. If they are told to attack another of their kind, they will do so without pity. They never instigate combat on their own, but eagerly leap to the attack if challenged or instructed to do so. Goblyns have no apparent desires other than to fulfill their master's every whim with an emotionless devotion.

Goblyns do not sleep, tire, or become bored. Furthermore, they can go for a considerable amount of time without food or drink.

Ecology: Goblyns are strict carnivores. They will eat only freshly killed meat, in addition to drinking the blood of their victims.

Goblyns are often sought after by certain wizards and priests, for they are useful as components in spells and magical items that control humans.

Golems, Ravenloft, General Information

Golems are automatons created by the use of powerful magics. In Ravenloft, there are varieties of golem unknown in other lands. The reason for this is simple enough to understand. While all common golems are animated by elemental forces, Ravenloft golems are given life by the Dark Powers of Ravenloft. Thus, they are inexorably tied to the land and are unable to exist in any other realm.

Background

The origin of the first golems created in Ravenloft dates back to a time when the land itself was young. Their story is tied to the "lives" of two of Ravenloft's most powerful lords.

In the land of Barovia, Azalin (the current lord of Darkon) was engaged in magical studies under the yoke of Strahd Von Zarovich. At Strahd's command, he was examining a number of Strahd's minions—undead zombies and skeletons—who had been slain in mysterious ways. Strahd demanded to know who had done this and by what means. Azalin was able to give Strahd the information he wanted, but also learned something more. He found that there was some essence of life left in these fragmentary remains.

For the next several weeks, Azalin locked himself away in his laboratory, experimenting with powers he had never dealt with before. When Strahd sought him out and demanded to know what he was working on, Azalin answered honestly (if incompletely) and said that he had found something unusual in the mystical fabric of this demiplane that needed more study. Strahd, satisfied that this work was related to Azalin's assigned duties of finding an escape from Ravenloft, bade him continue and left the lich to his work. Azalin never related to Strahd the fact that he had learned how to create two new species of golem using the essences of Ravenloft.

When Azalin assumed his place as Lord of Darkon, he brought with him the knowledge of these new possibilities. Although he now found it impossible to learn new magical spells, he had already laid out the process required to create his new breeds of golem. Before long, he had produced the first zombie and bone golems ever created in the land.

In the years since that time, others have learned the secrets first unearthed by Azalin and used them to create new golems. Each of them is unique to Ravenloft and all require the creator to make a mystical pact with the Dark Powers that, for many, has led to their final demise.

Common Characteristics

There are eight know varieties of Ravenloft golem, each of which has its own powers and weaknesses. While these are described in detail on the following pages, they all share some common characteristics.

Ravenloft golems can be damaged in combat only by magical +2 or better weapons. They are immune to all manner of mind or life affecting spells (such as *charm*, *sleep*, *hold*, or *finger of death*) and cannot be harmed by poisons of any sort. They are all vulnerable to the effects of a *dispel magic*. If the caster of such a spell is equal to the level of the golem's creator, then the monster will collapse, seemingly dead, and be inanimate for a number of turns equal to the caster's level. A *detect magic* cast on a "stunned" golem will reveal that it still has an aura of power about it and that it is gradually growing stronger as the monster "recharges" itself. If the caster of the *detect magic* is of a higher level than the golem's creator, however, the golem falls inanimate and is slain.

Lastly, the creation of any Ravenloft golem requires such close contact with the Dark Powers, that a Dark Powers check is required for each month of research into or actual work on the fashioning of such a creation.

Theory

The creation of any manner of Ravenloft golem is a dark and dangerous process for the creature's master. The creature must be created with loving care and special magical spells woven over the body to bring it to life. The exact materials and magics required to create each type of golem are detailed below.

As with traditional golems, those fashioned with the aid of the Dark Powers of Ravenloft have a great hatred of all living things. They are kept in check only by the will of their creator, who faces death at their hands if they ever escape his domination and become free-willed creatures. While the spells used to create the golem usually enslave it so that it cannot refuse to obey its creator, there is a 10% chance that any Ravenloft golem will break free of that control. Thereafter, it will devote all of its time and energy to the destruction of its creator. Once a golem is created, it is entitled to a saving throw vs. spells once per month (on the full moon). Failure indicates that it must serve for another month, while success indicates that it has become free-willed.

The rituals to animate the body (once it has been built) require one full month (from full moon to full moon) and cannot be interrupted in any way or the entire enchantment process must be started anew. In all cases, the spells used may come from any source (including devices or scrolls). If a spell is cast on behalf of the golem's creator by a second individual, that spell must contain special alterations to make it sympathetic to the creature's would-be master. There is no additional cost for these alterations.

Bone Golem

Only powerful wizards (of at least 18th level) can create these evil creatures. The body of a bone golem is assembled wholly from the bones of animated skeletons who have been defeated in combat. Any manner of skeletal undead will do, from traditional skeletons to Strahd skeletons, but all must have been created and slain in Ravenloft. Only 10% of the bones from any given skeleton can be used, so the final product is a compilation of bones from many creatures. Often, there will be animal, monster, and human bones in the same golem, giving the creature a nightmarish appearance.

Various spell components, costing a total of roughly 25,000 gold pieces, must be acquired and are consumed by the assembly process. The following spells are woven over the body: *animate dead*, *symbol of fear*, *binding*, and *wish*.

Doll Golem

Only a priest of at least 15th level can create a doll golem. These creatures resemble a child's toy—often a baby doll or stuffed animal. Bone golems can serve as either the guardians of children or as murdering things too foul to contemplate.

Construction of the doll's body takes only two weeks, but the cost of components and enchanted elements of the golem reaches 15,000 gold pieces. The spells needed to complete the animation are *imbue with spell ability*, *Tasha's uncontrollable hideous laughter*, *(un)holy word*, *bless*, and *prayer*.

The first known examples of this type of golem turned up in the land of Sanguinia in the hands of a travelling priest. While his name has been lost to memory, it is believed that he researched and built the doll to protect his wife and daughter as they travelled around this dark land. History does not record the final fate of that pilgrimage. It is rumored that the doll survived and still haunts the realms of Ravenloft today, but there is no solid evidence that this is the case.

Gargoyle Golem

This creature is fashioned in the image of a real gargoyle and is often placed as a warden atop buildings, cathedrals, or tombs. It is most similar to the stone golem, save that is built only by priests of at least 16th level. The body must be carved from a single slab of granite (weighing 3,000 pounds and taking 2 months to complete) and prepared with components costing 75,000 gold pieces. Of this money, 15,000 gold pieces is used to create vestments which can be reused, so a second golem could be created for only 60,000 gold pieces. The spells required to complete the process are *bless, exaction, (un)holy word, stone shape, conjure earth elemental,* and *prayer*.

The first gargoyle golem was fashioned at the command of Vlad Drakov, Lord of Falkovnia, as a means of defending his castle. Eventually, the secret of their construction leaked out and others began to build them. It is rumored that none of these creatures can attack Drakov, and even that they may all secretly serve him. This may or may not be true. Although none can report ever having seen Drakov challenged by such a creature, it seems unlikely, however.

Glass Golem

Fashioned by either priests or wizards (of at least 14th level), the glass golem is composed entirely of stained glass. Perhaps the most artistic of all the known Ravenloft golems, its creation takes 3 months and requires an outlay of 100,000 gold pieces. In addition to the materials required, the following spells must be used: *glassteel, animate object, prismatic spray, rainbow,* and *wish*. Because of the mixture of spells, this type of golem is usually built by multi- or dual-classed characters or with the aid of a powerful assistant.

While the origins of some types of Ravenloft golems are firmly established, the first appearance of glass golems is not recorded with certainty in any known record. It is believed that they were created by a spell caster who fancied himself an artist (hence their eerie beauty), but the identity of that sorry individual cannot be guessed. Some say that he was the lord of a small domain (one of the so-called Islands of Terror) who died at the hands of a brave band of adventurers.

Mechanical Golem

A nightmare of technology, the mechanical golem is an intricate device that depends on both magic and machinery to operate. It is the only known manner of golem that can be built by any class of character, even those without spell casting ability, if they meet the requirements listed below. Construction of the body requires a full year of work (with no more than 2 interruptions, each no longer than 30 days, being permitted in that time) and an outlay of 125,000 gold pieces. Almost half of that money (60,000 gold pieces) is spent on the creation of a properly equipped laboratory, and additional golems may be built for only 65,000 gold pieces using this existing equipment. The person building the body *must* have an Intelligence score of not less than 16 and either experience with fine workmanship (training as a watchmaker) or a Dexterity score of not less than 17. In the animation of the golem, the following spells are required: *animate object, fabricate, grease, chain lightning,* and either *major creation* or *wish*.

The first of these horrors was created at the order of Easan the Mad, Lord of Vechor. A twisted man who has always been fascinated by technological devices, Easan is said to have foreseen the elements of this creature in a study of a falling star. While most doubt that this is anything but more proof of Easan's dementia, few can challenge the obvious conclusion that these evil creatures are a mix of magic and technology that must surely have come from the mind of a lunatic.

Zombie Golem

One of Azalin's two original Ravenloft zombies, these dark creatures can be created only by wizards of at least 16th level. They are fashioned from the body parts of animated corpses (zombies, animal zombies, Strahd zombies, etc.) that have fallen in combat. In many ways, they are similar to bone golems. As with bone golems, only 10% of any individual zombie's body will be suitable for reanimation, so the zombie golem will often be composed of parts from many types of zombie, making the construction look awkward and alien.

Sewing together the parts of the body requires a full month and an outlay of 50,000 gold pieces (all of which is used for items that are consumed in the animation process). The spells needed are *wish, polymorph any object, strength, control undead,* and *stinking cloud*.

Manuals of Ravenloft Golems

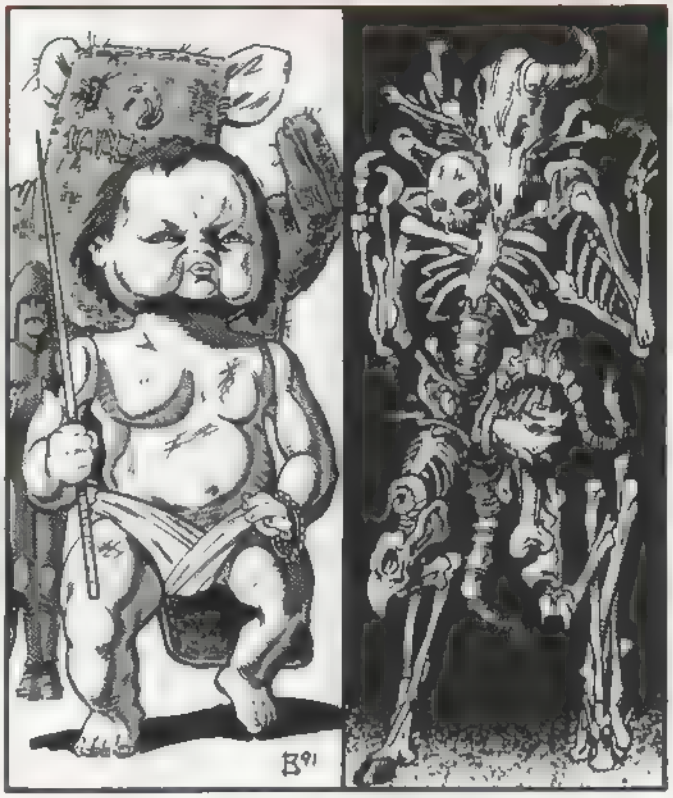
According to rumor, there are magical tomes that detail the procedures used in the creation of Ravenloft golems. Like the traditional *Manuals of Golems* found in other realms, each of these books describes how to fashion and animate one type of golem. In addition, the Dark Powers of Ravenloft favor the creation of these golems over their more mundane cousins, so that any *Manual of Golems* brought into Ravenloft has a 75% chance of transforming into a *Manual of Ravenloft Golems* when the tome enters Ravenloft. Such books do not revert to normal when removed from Ravenloft, but the creation of the golems they describe is not possible outside of that domain, making these tomes all but worthless in other lands. When a *Manual of Golems* is found in Ravenloft, roll percentile dice on the following table to determine the type of golem it can create:

Die Roll	Type of Golem	Creator	Construction Time	GP Cost
01-20	Bone	Wizard	2 months	35,000
21-27	Clay	Priest	1 month	65,000
28-37	Doll	Priest	2 months	20,000
38-45	Flesh	Wizard	2 months	50,000
46-55	Gargoyle	Priest	4 months	100,000
56-63	Glass	Priest/ Wizard	6 months	125,000
64-66	Iron	Wizard	4 months	100,000
67-76	Mechanical	Any	18 months	125,000
77-80	Stone	Wizard	3 months	80,000
81-00	Zombie	Priest	2 months	60,000

These works function as normal *Manuals of Golems* in all ways, except that the *Manual of Mechanical Golems* can be used by a character of any class so long as he meets the requirements listed in the "Mechanical Golem" text above.

Golem, Ravenloft

	Bone	Doll
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non-(0)	Non-(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	0	4
MOVEMENT:	12	15
HIT DICE:	14 (70 hp)	10 (40 hp)
THAC0:	7	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3d8	3d6
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	T (1' tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	18,000	7,000



Bone Golem

As already mentioned, the bone golem is built from the previously animated bones of skeletal undead. These horrors stand roughly six feet tall and weight between 50 and 60 pounds. They are seldom armored and can easily be mistaken for undead, much to the dismay of those who make this error.

Combat: Bone golems are no more intelligent than other forms of golem, so they will not employ clever tactics or strategies in combat. Their great power, however, makes them far deadlier than they initially appear to be. There is a 95% chance that those not familiar with the true nature of their opponent will mistake them for simple undead.

Bone golems attack with their surprisingly strong blows and sharp, claw-like fingers. Each successful hit inflicts 3-24 (3d8) points of damage. They can never be made to use weapons of any sort in melee.

In addition to the common characteristics of all Ravenloft golems (described previously), bone golems take only half damage from those edged or piercing weapons that can harm them.

Bone golems are immune to almost all spells, but can be laid low with the aid of a *shatter* spell that is focused on them and has the capacity to affect objects of their weight. If such a spell is cast at a bone golem, the golem is entitled to a saving throw vs. spells to negate it. Failure indicates that weapons able to harm the golem will now inflict twice the damage they normally would. Thus, edged weapons would do full damage while blunt ones would inflict double damage.

Once every three rounds, the bone golem may throw back its head and issue a hideous laugh that causes all those who hear it to make fear *and* horror checks. Those who fail either check are *paralyzed* and cannot move for 2-12 rounds. Those who fail *both* checks are instantly stricken dead with fear.

Doll Golem

The doll golem is an animated version of a child's toy that can be put to either good uses (defending the young) or evil uses (attacking them). It is often crafted so as to make it appear bright and cheerful when at rest. Upon activation, however, its features become twisted and horrific.

Combat: The doll golem is, like all similar creatures, immune to almost all magical attacks. It can be harmed by fire-based spells, although these do only half damage, while a *warp wood* spell will affect the creature as if it were a *slow* spell. A *mending* spell restores the creature to full hit points at once.

Each round, the doll golem leaps onto a victim and attempts to bite it. Success inflicts 3d6 points of damage and forces the victim to save versus spells. Failure to save causes the victim to begin to laugh uncontrollably (as if under the influence of a *Tasha's uncontrollable hideous laughter* spell) and become unable to perform any other action. The effects of the creature's bite are far worse, however. The victim begins to laugh on the round after the failed save. At this time, they take 1d4 points of damage from the muscle spasms imposed by the laughter. On following rounds, this increases to 2d4, then 3d4, and so on. The laughter stops when the character dies or receives a *dispel magic*. Following recovery, the victim suffers a penalty on all attack and saving throws of -1 per round that they were overcome with laughter (e.g., four rounds of uncontrolled laughter would equal a -4 penalty on attack/saving throws). This represents the weakness caused by the character's inability to breathe and is reduced by 1 point per subsequent turn until the character is fully recovered.

Golem, Ravenloft

	Gargoyle	Glass
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non-(0)	Non-(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	0	4
MOVEMENT:	9	12
HIT DICE:	15 (60 hp)	9 (40 hp)
THAC0:	5	11
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	3d6/3d6	2d12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	16,000	6,000

Gargoyle Golems

The gargoyle golem is a stone construct designed to guard a given structure. It is roughly the same size and weight as a real gargoyle (6' tall and 550 pounds). Although they have wings, they cannot fly. However, a gargoyle golem can leap great distances (up to 100 feet) and will often use this ability to drop down on enemies nearing any building the golem is protecting.

Gargoyle golems cannot speak or communicate in any way. When they move, the sound of grinding rock can be heard by anyone near them. In fact, it is often this noise that serves as a party's first warning that something is amiss in an area.

Combat: When a gargoyle golem attacks in melee combat, it does so with its two clawed fists. Each fist must attack the same target and will inflict 3d6 points of damage. Anyone hit by both attacks must save versus petrification or be turned to stone. On the round after a gargoyle golem has petrified a victim, it will attack that same target again. Any hit scored by the golem against such a foe indicates that the stone body has shattered and cannot be *resurrected*. *Reincarnation*, on the other hand, is still a viable option.

Gargoyle golems are, like most golems, immune to almost every form of magical attack directed at them. They are, however, vulnerable to the effects of an *earthquake* spell. If such a spell is targeted directly at a gargoyle golem, it instantly shatters the creature without affecting the surrounding area. The lesser *transmute rock to mud* spell will inflict 2d10 points of damage to the creature while the reverse (*transmute mud to rock*) will heal a like amount of damage.

On the first round of any combat in which the gargoyle golem has not been identified for what it is, it has a good chance of gaining surprise (-2 on opponent surprise checks). Whenever a gargoyle golem attacks a character taken by surprise, it will leap onto that individual. The crushing weight of the creature delivers 4d10 points of damage and requires every object carried by that character in a vulnerable position (DM's decision) to save vs. crushing blows or be destroyed. In the round that a gargoyle golem pounces on a character, it cannot attack with its fists.

Glass Golems

The glass golem is very nearly a work of art. Built in the form of a stained glass knight, the creature is often built into a window fashioned from such glass. Thus, it usually acts as the guardian of a given location—often a church or shrine.

Glass golems, like most others, never speak or communicate in any way. When they move, however, they are said to produce a tinkling sound like that made by delicate crystal wind chimes. If moving through a lighted area, they strobe and flicker as the light striking them is broken into its component hues.

Combat: When the stained glass golem attacks, it often has the advantage of surprise. If its victims have no reason to suspect that it lurks in a given window, they suffer a -3 on their surprise roll when the creature makes its presence known.

Once combat is joined, the stained glass figure (which always has the shape of a knight) strikes with is sword. Each blow that lands delivers 2d12 points of damage.

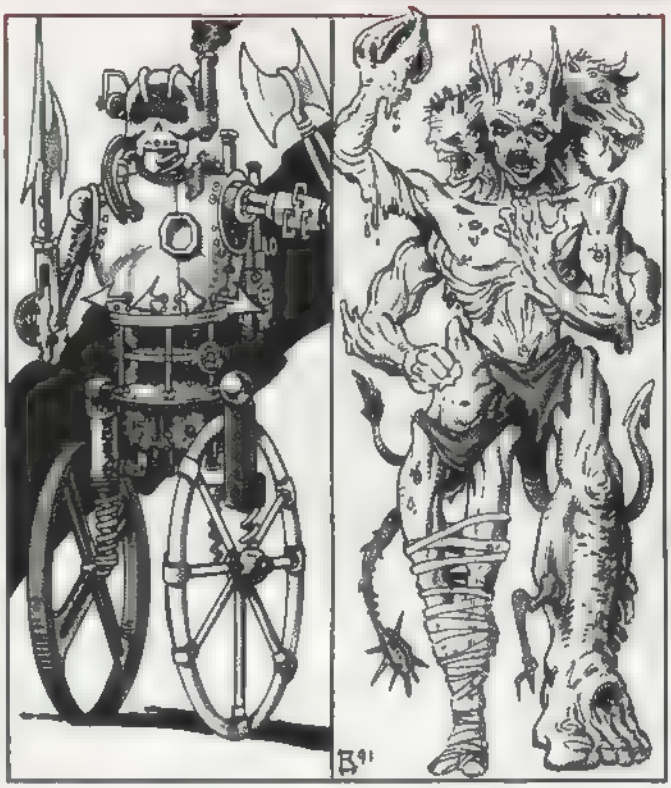
Once every three rounds, the golem can unleash a *prismatic spray* spell from its body that fans out in all directions. Any object or being (friend or foe) within 25 feet of the golem must roll as if they had been struck by a wizard's *prismatic spray* spell (see the AD&D® *Player's Handbook*).

Glass golems are the most fragile of any type of Ravenloft golem. Any blunt weapon capable of striking them (that is, a magical weapon of +2 or better) inflicts double damage. Further, a *shatter* spell directed at them weakens them so that all subsequent melee attacks have a percentage chance equal to twice the number of points of damage inflicted of instantly slaying the creature.

Anyone casting a *mending* spell on one of these creatures instantly restores it to full hit points. In addition, they regenerate 1 hit point per round when in an area of direct sunlight (or its equivalent).

Golem, Ravenloft

	Mechanical	Zombie
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non-(0)	Non-(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	-2	2
MOVEMENT:	12	6
HIT DICE:	13 (75 hp)	18 (60 hp)
THAC0:	7	4
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	4d10	3d6/3d6
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	M (6' tall)
MORALE:	Fearless (20)	Fearless (20)
XP VALUE:	15,000	17,000



Mechanical Golem

The mechanical golem is a nightmare combination of magic and technology first woven together in the mind of a madman. They come in many sizes, but are generally man-like in shape. In most cases, they have some manner of melee weapon built onto one of their arms.

A mechanical golem moves with a variety of whirs, clicks, and other mechanical sounds. It occasionally releases a hissing sound and a cloud of steam. Despite the creature's jury-rigged appearance, however, it is a smoothly functioning and deadly machine.

Combat: In melee combat, the mechanical golem attacks with whatever weapon has been built into it. In most cases, this weapon inflicts 4d10 points of damage, although examples of these creatures capable of inflicting greater or lesser injuries have been found.

When the golem's weapon strikes an enemy with a natural attack roll of 20, it delivers a powerful electrical shock. This attack inflicts an additional 6d6 points of damage (half that if a save versus spells is made). The victim of this attack is entitled to a saving throw versus paralysis to avoid being incapacitated for 2d4 rounds due to the effects of the electrical current on his muscles.

Anyone attacking the mechanical golem with a metal weapon (whether or not it is capable of harming the golem) suffers the same electrical attack if *they* roll a natural 20 on their attack dice. The same saving throw vs. paralysis is required to avoid incapacitation as well.

On every other combat round, the golem can engage its *lightning aura*. This field causes all those within 20 feet of the creature to be hit with small lightning bolts that inflict 3d6 points of damage. Saving throws vs. breath weapons are allowed for half damage and no paralysis is inflicted by this attack. Exposed items carried by anyone struck by the *lightning aura* must save vs. lightning or be destroyed.

Zombie Golem

First created by Azalin from information he gleaned while in the employ of Strahd von Zarovich of Barovia, these foul creatures look much like flesh golems. Unlike those traditional golems, however, these creatures are composed of rotting body parts and carry the stench of death about them wherever they go.

Unlike flesh golems which are able to emit a guttural roar when they engage in combat, zombie golems are utterly silent. They move slowly and without thought, attacking in a lackluster manner that has been retained from their undead status.

Combat: The zombie golem attacks with its powerful fists. In any round two separate attacks may be made that will inflict 3d6 points of damage each. Because of the creature's slow movements, however, it always acts last in any given combat round with no initiative check being required. Further, the zombie golem never attains surprise.

The odor of decay and corruption that surrounds a zombie golem is so strong that it causes all those who move within 30 feet of it to save vs. poison or be overcome with nausea. Such individuals suffer a -2 penalty on all attack rolls and saving throws while within the area of the stench. Characters who make their saving throws are unaffected unless they move outside of the area and then re-enter it (in which case they must make another save).

Zombie golems are immune to most magical spells, although a *resurrection* spell will instantly slay them. On the other hand, an *animate dead* spell will restore them to full hit points as if it were some manner of healing magic.

Grim Reaper

CLIMATE/TERRAIN:	Any Ravenloft
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 9 (A)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (7' tall)
MORALE:	Fearless (20)
XP VALUE:	4,000

The grim reaper (or *death spirit*) is a creature from the negative material plane that appears only in Ravenloft. It is drawn to the ebbing life energies of a creature on the verge of death (i.e., at or below 0 hit points) and seems, in some way, to feed upon those essences. Despite its apparent nature, a death spirit is not undead.

A grim reaper has the appearance of a bleached skeleton shrouded in a dark robe. It is always carrying a scythe in its boney hands and stands well over six feet in height.

No death spirit has ever been know to speak to the living on their own terms, but rumors persist that such a creature can be contacted by the use of *speak to dead* spell. In such cases, language does not seem to be a factor.

Combat: A death spirit has little need to enter combat in most cases. Typically, it will be drawn into battle only when an attempt is made to prevent it from feeding on the spirit of a dying person. In such cases, its wrath is great and its power terrible.

When the spirit arrives to feed, it is *invisible* and can thus be attacked effectively only by those able to *see invisible* objects. In addition, it is hit only by +3 or better magical weapons and is immune to all mind and life affecting spells (including *sleep, charm, suggestion, fear, finger of death, cause light wounds*, etc).

As already mentioned, the death spirit is not truly undead; it is, therefore, immune to any attempts to turn it as well as the effects of spells like *control* or *detect undead*. Similarly, it is immune to all manner of cold-, fire-, or electricity-based spells. A *negative plane protection* spell cast upon the intended victim of the death spirit will prevent the feeding and inflict damage to the reaper normally.

When the death spirit attacks a creature other than the one it has come to feed upon, it does so in three ways. On the first round of any combat, it will strike with its scythe (if possible). This ethereal weapon hits as if it were a normal polearm, but inflicts only 1d4 points of physical damage. Anyone hit by this blade must, however, save vs. death magic or be instantly slain. In the second round, it will fix its gaze on one of its attackers, forcing him to make a horror check or be overwhelmed by the creature's aura of death. On the third round, it strikes again with its scythe, this time using the shaft as if it were a quarterstaff. Anyone hit by this attack suffers 1d4 points of damage and affected as if by a *feign death* spell. The effects of this spell will fade if the creature is driven off. On the next round, this cycle begins again with the normal scythe attack.

If, at any time during the combat, the creature is able to strike at its intended victim, it does so with its scythe. No attack roll is required and no physical damage is done; rather, the life essence of the victim is drained away. As soon as this is done, the spirit fades away into the Mists of Ravenloft. Any attempt at *resurrection* or *reincarnation* of the victim is doomed to fail unless the powers attempting it are divine in nature.

If the reaper is reduced to 0 hit points, it is driven off. The intended victim benefits from this, and instantly regains 10% of his original hit point score. Similarly, if healing magic is used on the dying person at any point during the encounter, he is rescued from the brink of death and the reaper is driven off.

Habitat/Society: There are those who say that death spirits are agents of the Dark Powers of Ravenloft and that thwarting them earns the wrath of these mighty forces. No evidence exists to support that claim, but some connection between the two seems almost a certainty.

The chance that any mortally wounded individual (one reduced to 0 or fewer hit points) will attract the attention of a death spirit is equal to 5% per character experience level. Thus, a 15th level character on his death bed has a 75% chance of being visited by a grim reaper.

Ecology: Being creatures of the negative material plane, these nightmares seem to have no place in the physical world. There are those who contend, however, that they play a vital link in the balance between life and death that is central to all neutral-aligned philosophies.

Imp, Assassin

CLIMATE/TERRAIN:	Any Ravenloft
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (night)
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	O
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6, FL 18 (B)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	T (1' tall)
MORALE:	Average (8-10)
XP VALUE:	975

The assassin imp is a clever and evil creature that, like the more common quasit or traditional imp, serves the cause of darkness.

Assassin imps are tiny creatures, seldom standing over one foot in height. They are generally deep black in color, but some individuals are as light as slate gray. Two bat-like wings fan out from the creature's back and enable it to fly, while a long, slender tail dangles behind it. The tail, which is almost constantly in motion, ends in a scorpion-like stinger (see below). The creature is noted for its keen eyesight and 60' infravision.

Assassin imps are able to communicate with others of their kind by means of a language that some describe as purely evil in sound and expression.

Combat: As its name implies, the assassin imp often strikes without warning. The spell-like abilities of the imp are obviously useful in such practices. At will, an assassin imp can become *invisible*, *detect magic*, or *find traps*. Three times per day the imp can employ a *knock* or *cause light wounds* spell, and once per day it may cast a *command* spell.

When an assassin imp attacks a target that has not yet detected it, it imposes a −3 to that creature's surprise roll. Often, the imp avoids detection by remaining invisible until its victim draws near and then diving at them from above.

Assassin imps generally try to kill their victims in some way that is linked to their professions. Thus, a weaponsmith might be impaled on one of his own swords or a thief slain by a poisoned needle cleverly concealed in his own home.

An assassin imp's stinger is not nearly as dangerous as that of a true imp. While it inflicts the same 1d4 points of damage with each successful attack, the poison it injects does not cause death. Rather, it forces those who fail to save against its effects into a deep state of hibernation (as a *feign death* spell) that lasts for 2d4 days. Assassin imps often linger near the body of an affected individual in hopes of seeing them buried alive by their companions. When this happens, the imp always arranges for the character's friends to discover what they have done after it is too late.

Assassin imps are immune to all fire, cold, or electricity-based attacks. They have a basic 50% immunity to all other spells and save as if they were 7 HD monsters. They can be hit only by magical weapons of +2 or better and are immune to all poisons and toxins. They regenerate lost hit points at the rate of 1 per melee round.

Habitat/Society: Whenever a wizard of lawful evil alignment employs a *find familiar* spell in Ravenloft, there is a base 10% chance per level that he or she will receive an imp as a servant. If that individual has already failed at least one Ravenloft Powers check, then the imp is an assassin imp.

The imp will serve its master faithfully, but cannot leave Ravenloft. If its lord leaves Ravenloft and it must remain behind, it is instantly slain (with the normal penalties for losing a familiar being invoked.) As with a normal imp, however, the assassin will attempt to lead its master into greater and greater acts of darkness. Its final goal in all this is to cause the wizard it serves to fall to the dark powers and (with luck) become the lord of a domain in Ravenloft.

The master of an assassin imp is telepathically linked to it whenever the two are within one mile of each other. This enables the wizard to receive all of the sensory input from its familiar (including infravision). The master also acquires the imp's natural magic resistance (50%) and can cast spells as if he were 1 level higher than he actually is when within one mile of the creature. When the assassin imp moves beyond this range, the wizard reverts to his normal level. The death of an assassin imp causes its master to instantly lose 4 levels of experience (in addition to all other penalties for losing a familiar.)

The assassin imp will ruthlessly kill those that it feels are a threat to its master—whether or not its master desires it to do so. Thus, the creature will often act on its own in "defending" its lord and may actually draw unwanted attention to its master. Thus, a wizard may well find that everyone who has dangerous information about him (including his loved ones) have become targets for the murderous attentions of his familiar.

Ecology: The assassin imp is a tool of the Dark Powers of Ravenloft that seeks to lead the already evil into acts that will eventually trap him in the Demiplane of Dread forever.

Impersonator

CLIMATE/TERRAIN:	Any wetlands or subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Varies
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' diameter)
MORALE:	Average (8-10)
XP VALUE:	13,000

The impersonator is strange form of life that lurks in swamps, wetlands, and caverns, waiting for its chance to drain the blood from a living creature.

In its natural form, an impersonator appears to be nothing more than a pool of thick, stagnant water. In actuality, it is far more dense than water and its body has the consistency of thick oil. When the creature decides to attack, however, it assumes the form of one of its past victims.

In their natural forms, there is no evidence that these creatures can communicate with each other or with outsiders in anyway. When they assume the form of another being, however, they can employ any means of communication utilized by their former victims.

Combat: An impersonator usually uses its power of *replication* to assume a form that will make it welcome among others. It then lures one or more individuals into a situation where they feel safe and are either helpless or asleep. It then returns to its true form and attacks them. While the impersonator can engage in battle while in its assumed form, it is loathe to do so. For one thing, damage inflicted on its victims in this state means less blood to be consumed later. In addition, the assumed form has only the statistics of the impersonator. Thus, while it may appear to be a powerful knight in field plate, it is actually only a 5 HD monster with AC 8. Any attack from the impersonator in its assumed form inflicts 1d4 points of damage. The impersonator does not gain any of its form's special abilities (like infravision or magical spells), although it does have access to all of the knowledge that its new form possessed.

The impersonator feeds by drawing blood out of its victims. However, the process it uses to do this is quite slow and, therefore, the creature must first immobilize its prey. This is accomplished by physical contact with its natural form. Anyone who touches the impersonator while it is in its true form must save vs. poison (with a +4 bonus to their roll) or become unable to move. The effect of this toxin wears off 1d4 rounds after contact with the creature is terminated.

While its victim is helpless, however, the impersonator flows over them, and begins to siphon off their blood. Each round, the victim will suffer 1d4 points of damage. Although the blood drain itself is painless, the victim eventually begins to feel a bone-numbing cold as they draw nearer and nearer to death.

Impersonators seldom have the chance to attack in their natural forms, so they use their special ability of *replication* to lure victims near. This power allows an impersonator to assume the form of any creature whose blood it has tasted. It takes one round to assume the new form; but once this is done, it can remain in that state for 1 turn (10 minutes) per point of damage it inflicted on that particular victim. Thus, if it had drained 50 hit points from a 9th level fighter it could assume the form of that fighter for 50 turns (8.3 hours) before it reverts to its natural form. The impersonator can abandon its disguise at any time by spending 1 round to melt back into its true state. Once an impersonator has assumed a specific form, it cannot do so again until it feeds on that victim again. However, the typical impersonator will have from 3-12 (3d4) forms available to it at any given time, and the order in which it fed upon victims has no bearing on the order in which it assumes their forms.

Habitat/Society: The impersonator has an unusually evil and cunning nature. While it is not truly sentient, it has a natural ability to sense what forms a group of near-by individuals might find pleasing from those available to it. Thus, it never appears before a band of elves in the form of a growling orc.

Once the impersonator has located a rich feeding ground (say, near a small village) it will attempt to attack and kill an unsuspecting member of that community. Then, using the form it has just acquired, it will move into that group and begin to seek new prey. By constantly assuming new forms as it feeds, it is often able to stay one step ahead of those who would kill it, leaving a trail of pale, bloodless bodies behind.

Ecology: The origins of the impersonator are unknown. If it is a natural creature, which most sages doubt, then it is possibly a relative of the mimic. The majority of scholars, however, believe that the impersonator is either a creature from the lower planes or the result of twisted magical experiments.

Lycanthrope, Werebat

CLIMATE/TERRAIN:	Temperate woodlands
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	9, Fl 15 (D)
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	420

Like the other species of lycanthrope found in Ravenloft, two varieties of werebat exist—natural (or true) and infected. True werebats are those creatures who have been born to werebat parents. The parents may be either true or infected werebats themselves, but the offspring of any two werebats is a true werebat. In those rare cases when a child is born with one werebat and one human parent, there is a 50% chance that it will be a true werebat and a 25% chance that it will be an infected werebat.

True werebats have three forms: normal human, vampire bat, or hybrid. In the first form, it is marked by bat-like features and traits (an aversion to bright lights, keen night vision, a taste for blood or raw meat, etc.). In its vampire bat form, it looks just like a common vampire bat. By far the most feared of its forms, however, is that of the hybrid. In this form, it retains its humanoid shape but takes on the added features of a bat. The arms extend to become willowy and leather wings form under them, the teeth sharpen into deadly fangs, and the snout protrudes from the face. The nails stretch into deadly claws and the eyes spawn an inner glow when light hits them.

Infected werebats have only two of the three forms listed above. Most (75%) have a human and hybrid form, while the rest have only a human and true bat form.

Combat: The type of attacks employed by a werebat depend upon its form. In human form, it will depend upon weapons to inflict damage, for its bare hands inflict but 1d2 points per attack. If at all possible, the creature will avoid combat in this form.

In bat form, they attack just as if they were bats. Each round, they may attack once and inflict but a single point of damage with any successful strike. The bitten victim, of course, stands a chance of contracting lycanthropy (see below), even from this meager wound. Opponents of a werebat in this form will find that it is unusually resilient, for it has its full human-form hit points.

In hybrid form, the werebat does not have the manual dexterity to employ weapons effectively. However, its deadly sharp claws and needle-like teeth make it far from helpless. In each round it may strike twice with its claws (inflicting 1d4 points of damage each). If both of these attacks hits, it may follow with a vicious bite that does 2d4 points of damage. Werebats can fly in their hybrid form and often use this ability to their advantage in combat.

Anyone who takes damage from a werebat's natural attacks stands a chance of contracting the disease of lycanthropy and becoming an infected werebat. Every point of damage done indicates a flat 2% chance per point that the victim will become infected. The procedures for curing an infected lycanthrope are given in Chapter 5 of the RAVENLOFT™ *Boxed Set*.

Werebats can be harmed only by silver or +1 or better magical weapons. Any wound inflicted by another type of weapon knits as quickly as it is inflicted, hinting at the creature's true nature.

Habitat/Society: Werebats favor caves in lightly wooded, temperate regions as their homes. From here, they can fly out and seek prey from which they can draw the blood necessary to satisfy their thirst.

Werebat caves are commonly home to only one family of werebats (two parents and 1-4 young). The young remain in true bat form until they reach 3 years of age. A this time, they mature into adults and, within a single year, become fully grown. This time of transformation brngs out a great hunger in the creature, which forces it to spend most of its time hunting and feeding. Human villages near a werebat cave will certainly lose many citizens to the feasting of the ravenous creature at this time.

In addition to the werebat family, each cave will contain 20-200 (20d10) common bats and 1-10 giant bats. All of these lesser are under the command of the adult werebats and will act as their sentinels and companions.

Ecology: Although werebats favor humans and demihumans as prey, they have been known to feed on the blood of other mammals (like cattle and horses) when preferred prey is not available. Interestingly, such animals seem to be immune to the lycanthropy that these dark creatures spread.

While werebats do look upon humans and demihumans as animals to be devoured, they are not cruel or evil in their attacks. They simply regard such beings as having a lower place in the food chain. Werebats will, typically, refer to themselves as "predators of the night."

Lycanthrope, Wereraven

CLIMATE/TERRAIN:	Temperate Woodlands
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Qx10
ALIGNMENT:	Neutral good
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	6
MOVEMENT:	1, Fl 27 (C)
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (2d6)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (13-14)
XP VALUE:	420

Wereravens are a race of wise and good-aligned shapechangers who seem to have migrated to Ravenloft from another realm (probably Greyhawk) centuries ago. While they are no longer found on their plane of origin, they have managed to survive in Ravenloft.

Natural wereravens have three forms, that of a normal human, a huge raven, and a hybrid of the two. Infected wereravens can assume only two of the above forms. While all infected wereravens can take the human form, roughly half are able to turn into hybrids while the others can transform into huge ravens.

The hybrid form of these creatures looks much like that of a werebat. The arms grow long and thin, sprouting feathers and transforming into wings. The mouth hardens and projects into a straight, pecking beak, and the eyes turn jet black. A coat of feathers replaces the normal body hair of the human form.

Combat: Wereravens are deadly opponents in close combat, although they seldom engage in it. Because they can be hit only by silver weapons or those with a +2 or better magical bonus, these creatures do not fear most armed parties.

When in human form, a wereraven retains its natural immunities to certain weapons, but has no real attack of its own. If forced to fight unarmed, it inflicts a mere 1-2 points of damage. For this reason, wereravens in human form often employ weapons, doing damage appropriate to the arms they wield.

In raven form, the wereraven attacks as if it were a common example of that creature. Thus, it inflicts but 1-2 points of damage but has a 1 in 10 chance of scoring an eye peck with each successful attack. Any eye peck will cause the target to lose the use of one eye until a *heal* or *regeneration* spell can be cast on the victim. Half-blinded persons (those who have lost 1 eye) suffer a −2 on all attack rolls. A second eye peck results in total blindness until the above cure can be affected.

In hybrid form, the wereraven's arms have grown into wings, making them almost useless in combat. However, the muscles in their mouths/beaks strengthen, giving them a savage bite. Each attack made with the creature's beak inflicts 2d6 points of damage.

Anyone bitten or pecked by the wereraven has a 2% chance per point of damage inflicted of becoming an infected wereraven. Infected lycanthropes are discussed in the RAVENLOFT™ *Boxed Set*.

Wereravens are strong flyers and often use this ability to their advantage in combat.

Habitat/Society: A wereraven family will be found only at the heart of a dense forest. Here, they live in the hollowed out body of a great tree. Entrance to their lair is possible only from above (if one does not wish to cut or break through the trunk itself). Curiously, the wereravens are able to keep the tree in which they nest from dying even after they have hollowed it out, so it is difficult to distinguish from the normal trees around it.

Wereravens recognize that they are bastions of good in a land dominated by evil. They have managed to survive by avoiding large populations or overt acts of good that would draw the attention of the reigning lords to them. Thus, a wereraven flock will generally have no more than 2-8 adults in it. Of course, such groups have young with them (1-4 per 2 adults), but these are seldom encountered for they remain in a true raven state until they are old enough to fend for themselves. In addition, a typical wereraven lair will draw 10-100 (10d10) common ravens to nest in the trees about it. These wise birds will serve the wereravens, doing their bidding and striving to protect them from harm.

Wereravens are not opposed to helping out the cause of good in Ravenloft, but they do so reluctantly. This is not because they do not wish to do good, but because they fear the wrath of the Dark Powers. It is said that the wereravens have come to the aid of endangered Vistani clans on several occasions and that close ties exist between these two races, but neither will admit this openly.

Ecology: Wereravens are omnivores who prefer to maintain a vegetarian diet. They enjoy berries and nuts, but will eat carrion or kill for fresh meat from time to time in order to maintain good health.

Men (Abber Nomads)

CLIMATE/TERRAIN:	The Nightmare Lands
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	10-40 (10d4)
ARMOR CLASS:	8 (10)
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Resist illusions
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Average (8-10)
XP VALUE:	65

The Abber nomads are a stoic and proud people who dwell in the dreaded Nightmare Lands. Considered by outsiders to be barbarians, the Abber nomads have an unusually sophisticated outlook on life that, not surprisingly, is almost as alien as the bizarre realm that they inhabit.

The typical Abber nomad male stands roughly six and a half feet tall with females being only an inch or so shorter. They are generally well-muscled survivors, as befits their nomadic society and the harsh land with which they must contend.

The language of the Abber nomads is absolutely unique; no scholar has ever been able to liken it to any tongue spoken by any other race in any known land. Further, there seems to be little in their culture to link these people with any other human race, making them seem all the more outcast and alien to the visitor.

Combat: When hunting or making ready for battle, Abber nomads paint their faces and bodies with traditional symbols that they feel will give them power over the animals they are stalking or the enemies they are confronting. Most wear tanned skins and carry wooden shields that provide them with AC 8 protection. In all regards, save the following, they fight as normal men.

In melee combat, they employ long, slender spears set with stone tips that function as javelins. These weapons could be thrown, but the nomads seldom use them in that manner and make no effort to balance them for flight.

In missile combat, the Abber nomads use short bows. They often coat their arrowheads in a mild toxin (Class C, 2-5 minutes, 25/2d4) to aid in hunting larger animals. As a rule, 1 in 3 nomads will have poisoned arrows in any encounter.

The Abber nomads live in a wild land of chaos and uncertainty. Because of this, they have developed a natural immunity to all manner of illusions and hallucinations. Any spell designed to fool any of an Abber nomad's senses has a 25% chance of failing to affect them. Even if the spell manages to get past their inherent resistance to it, they are entitled to a +4 bonus on any saving throws required to negate enchantments of this type.

Habitat/Society: The Abber nomads, as their name implies, make no permanent structures. They travel about from place to place in search of the basic elements of survival. They work no metals, but are skilled at woodworking and have some interest in stone carving (usually for the design and construction of minor tools and hunting implements).

While the Abber nomads might seem to be a fairly typical aboriginal culture, nothing could be further than the truth. Their strange surroundings have convinced them that the universe is a wild and unpredictable place—leaving them with no understanding of science or the traditional concepts of cause and effect. In the Nightmare Lands, a device or spell that works one day, might cease to function the next.

Because of the strange happenings of the Nightmare Lands, the nomads have developed a philosophy that, greatly paraphrased, says that anything they cannot perceive themselves does not exist. Thus, someone who walks out of their sight ceases to exist until they are again visible. While this can make outsiders uncomfortable and efforts to deal with the nomads very difficult (the nomads will make no long range plans or commitments), it enables them to cope with life in a wild place that seems oblivious to the natural laws that rule the rest of the universe. In addition, the nomads have no faith in the permanency of anything, including ideas or memories. In short, they accept what is and make no efforts to change it or participate in it. They are, perhaps, the universe's most withdrawn and disinterested occupants.

Each tribe of nomads will be composed of 10-40 adults (roughly half male and half female). In addition, there will be another 25% of this number who are young children that do not fight or hunt. Among adults, men and women hunt and share all labors equally. One in ten of the adults will be a leader with 5 HD (THAC0 15). There may be more than one leader in any given tribe. None of the Abber nomads will employ any manner of spells, for they practice no magic.

Ecology: As the Nightmare Lands have no natural ecosystem, any judgement about the nomad's place in it is difficult to make. Still, it is clear that, even if the wild lands about them were not constantly in flux, they would have little impact upon them. They are a simple people who survive as hunters and gatherers.

Men (Lost Ones & Madmen)

	Lost Ones	Madmen
CLIMATE/TERRAIN:	Any Ravenloft	Any urban
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any (usually night)
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	Nil	Varies
ALIGNMENT:	Neutral	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	10	Varies
MOVEMENT:	6	9
HIT DICE:	1-1	2
THAC0:	20	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d2 or by weapon	1d3 or by weapon
SPECIAL ATTACKS:	Rage	Surprise
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Unsteady (5-7)	Average (8-10)
XP VALUE:	7	35

Lost Ones

In a land as filled with nightmares and unspeakable horrors as Ravenloft, there are persons who have seen more evil than they can possibly bear. These shattered and broken souls are know throughout the demiplane as "the lost ones."

Almost mindless, the lost ones have no interest in the outside world. They wander about, often staying in some place where they feel safe, and spend most of their time in an almost catatonic state. The enormity of the things they have seen is written in their tortured features and the blankness of their eyes which seem to have lost the very spark of life.

Lost ones seldom speak or communicate in any way. When they do,it is often nothing more that a muttered warning or periodic cry of alarm and terror.

Combat: Lost ones will take no actions to defend themselves from attack and will not normally engage others in combat. The only time they have been known to do so is when they are reminded of the terrors they have seen. For example, a woman who has seen her children destroyed by a vampire might go into a berserk fit and attack someone who looks much like the monster that took her family (and sanity) from her. In such cases, they attack with whatever weapons are nearby (usually just their hands). The ferocity and suddenness of their rage, however, imposes a −1 penalty on their opponent's surprise rolls.

Habitat/Society: Lost ones can be found anywhere in Ravenloft. As a rule, their wanderings will carry them to towns and villages where they become pitied and shunned creatures who survive only by the kindness of others. The only known way to return a lost one to sanity is for them to confront the horrors that destroyed them. If they see the thing that drove them to mental destruction slain, there is a 25% chance that they will be able to begin recovering—a process that may take many months. Because of the special link these people have with the Dark Powers, they are immune to magical attempts to cure them.

Ecology: Lost ones have given up all links with reality. As such, they produce nothing useful and play no important role in the world.

Madmen

For some, the horrors of Ravenloft are too much to bear. While those too weak to cope with the things they have seen are destroyed (see Lost Ones), others are driven into absolute madness. Twisted to evil, they prowl the night looking for fresh victims—often their own friends and neighbors—to slaughter.

Combat: Typically, madmen will depend on smaller weapons—knives, hand axes, garrotes, etc.—that they can conceal until they strike. Madmen normally present a pleasing front that lures their would-be victims into a false sense of security before they strike. When a madman strikes in this fashion, he imposes a -2 penalty on his victim's surprise rolls. In addition, those surprised by the madman's attacks take triple damage as if they had been backstabbed by a 5th level thief. If confronted with actual resistance to their attack, the madman will generally flee.

Habitat/Society: In many cases, madmen appear normal. They may even lead a normal life and go about in public without notice. Thus, their dress and behavior are dictated by their surroundings. When something sparks the insanity that burns within them, however, they turn into brutal killers who seek to drive the horrors from their memories in a torrent of blood.

Some madmen have special "calling cards" that they use to mark their kills. In this way, they begin a dangerous game of cat-and-mouse with the local constabulary. A madman's calling card might be anything from a particular style of murder (cutting the throat, a single wound to the heart, etc.) to an unusual item left behind at the scene of each killing. The subconscious mind of these twisted murderers often causes them to leave clues to their identity or that of their next victim in their "calling cards."

Ecology: In many cases, the madman continues to lead a normal life, interacting with society just as they did before witnessing the horrors that drove them over the edge.

Mist Horror

	Common	Wandering
CLIMATE/TERRAIN:	Ravenloft mists	Ravenloft mists
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	2	0
MOVEMENT:	15	15
HIT DICE:	5	5
THAC0:	15	15
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2d6/2d6	2d6/2d6
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	50%	50%
SIZE:	Varies	Varies
MORALE:	Steady (11-12)	Steady (11-12)
XP VALUE:	3,000	5,000

Mist horrors lurk in the swirling banks of fog that encompass all of Ravenloft. Any creature who lingers too long in the mist is sure to draw the attentions, and earn the wrath, of these horrid creatures.

While their presence is often sensed as they move by a party just outside of visual range—an unusual ripple in the vapors to one side, a strange sensation of some lurking presence—they do not allow themselves to be seen until they attack. When they do make their presence known, their form can be greatly varied, though they always appear to be made of mist. While a horror is generally man-sized, it can take any shape it desires, usually taking on a form that it knows (from an empathic probe of the victim's mind) will cause terror. Thus, persons afraid of wolves would find themselves facing a six-foot-long wolf composed of billowing fog.

Mist horrors appear to be able to communicate telempathically with anyone moving through the Ravenloft Mists. Thus, when they are about to attack or are stalking someone, they will send feelings of dread and fear into their minds. In addition, they often use this power to entice persons outside of the mists to enter them. Communication in this manner consists of feelings and impressions rather than solid understanding. Someone being called into the mists by these foul spirits might begin to feel an mild fascination with the billowing clouds of vapor. Eventually, this interest grows into a consuming need to enter the mists.

Combat: It takes a mist horror some time (generally 1d4 turns) to assemble its physical form and attack someone travelling through the mists. Thus, those who keep moving are safe from harm as a mist horror is very restricted in its own movement and must remain within a small area. A mist horror will often use its telempathic powers to make travellers feel that they are safe and can rest without danger. Once they stop moving, of course, it attacks.

When a mist horror attacks it is likely to catch its victims off guard. This is largely due to the fact that it can spring out of the swirling vapors (in which it is treated as if it were *invisible*) without warning. Once a mist horror assumes its combat shape (whatever form that may be), it is easy enough to detect, although it can, at will, break off from combat and return to the mists, effectively becoming *invisible* again. When a mist horror opts to do this (or before it assumes a combat form), it is protected from any attack as its essence disperses through the mists. However, it requires 1d4 turns to reform.

When in combat, the horror will attack in whatever manner seems appropriate for its form. Because of the mystic nature of this being, however, the number of attacks it is entitled to and the damage it inflicts remain constant (two attacks at 2d6 points each.) Thus, if the horror appears as a vast, six-tentacled creature only two of its limbs would strike each round.

Because of its almost insubstantial nature, the mist horror can be hit only by +2 or better magical weapons. Further, it has an innate magic resistance (50%) that not only protects it, but radiates into an area 20' around it, canceling the effects of all spells cast in its presence. Because this magic resistance takes the form of a mental wave that affects the minds of spell casters and upsets their ability to properly direct magical influences, it has no effect on magical items. Thus, a *fireball* spell directed at a mist horror has a 50% chance of failure while a *wand of fireballs* will work normally. Magical effects already in place (such as infravision) do not falter when they enter this aura. Spells cast within the aura must overcome both the magical resistance of the target and the effects of the spell disruption field.

Mist horrors are, in a sense, a form of undead. They can be turned as if they were "special" creatures by high-level priests and paladins. They suffer no damage from spells designed to affect undead (*negative plane protection*, for example) and are immune to the effects of holy water. They cannot be *charmed* or controlled in any way and have no physical forms to be affected by spells like *cause blindness* or *cause light wounds*.

Habitat/Society: Mist horrors are the spirits of evil beings who, while not foul enough to receive their own domain, attracted the attention of the Dark Powers with their diabolical acts during life. Upon their deaths, their spirits leave their bodies to enter the mists. Throughout Ravenloft, there is a superstition that anyone buried on a foggy day will become a mist horror. This may or may not be true, but the Vistani themselves seem to take this be-

lief very seriously and that lends great credence to it in the eyes of many.

Once it becomes a mist horror, the evil spirit is unable to move about freely. Like the various lords scattered throughout Ravenloft, the mist horror must remain in one area. As a rule, this region is very small. Thus, as mentioned earlier, the time required for the horror to assume a dangerous form makes it possible for explorers moving through the Ravenloft Mists to avoid attack if they do not linger too long in any one place.

Because mist horrors know that they were judged to be less important than the lords of even the smallest domain, they envy them their comparative freedom and power. This hostility burns within them, making them more and more evil as time goes by. Thus, when a mist horror is encountered, it is a foul and spiteful spirit that seeks only to cause pain and suffering. If a party travelling through the mists is bearing wounded, infirm, or otherwise defenseless beings with them, these will often be the first target of a mist horror's attack. By destroying the persons who have entrusted their well being to the might of other party members, the horrors hope to shatter the morale of the entire group.

Ecology: As mentioned above, mist horrors are the spirits of evil beings who did not merit a place as lord of their own domain. The Vistani say they serve a vital role in maintaining the structure of Ravenloft and that the very land itself could not exist without their lingering presence. Whether this is true or not, no outsider can say.

Wandering Horrors

The wandering horror is an even more dangerous, though thankfully rarer, version of the mist horror. Unlike the traditional mist horror, it is not rooted in a given place and can travel through the Ravenloft Mists at will in search of victims. When it attacks, it is every bit as evil and malicious as its kindred spirit.

Wandering horrors appear as dark shapes that can be seen as they move through the mists. Unlike mist horrors, they are locked into a single shape—one that is based on the evil deed they did in life. For example, a cruel baron who ordered those he considered disloyal beheaded might well appear as a wandering figure without a head while a woman who murdered her lover with a poisonous spider might appear as a giant black widow. The wandering horror looks much like a heat mirage, for its body seems to ripple and shift from second to second. This effect is a reflection of its spiritual nature and the twisted shape of its soul.

Wandering horrors employ the same telempathic communication used by their lesser cousins, but are also able to use this power to implant a *suggestion* (once per day) in the minds of their victims. In order to be affected by this power, the target must be within 120 feet of the horror.

Combat: When moving through the mists in an effort to position itself for an attack, the wandering horror is 75% unlikely to be detected. Once it attacks, however, it is fully visible to all its opponents. If it wishes to break away from combat, it may do so by attempting to vanish into the mists again (75% chance of success). Thereafter, it returns to its virtually undetectable state. When a wandering horror attacks a person that has not detected it, it imposes a −3 on their surprise check.

In combat, the wandering horror has the same attacks and defenses as the traditional mist horror (two attacks for 2d6 points of damage each). It can also send out a *wave of fear* with its telempathic power. While this can be attempted only once per day, it causes all those within 120 feet to make a fear check. Since a failed fear check often has the result of scattering a party that might otherwise destroy the wanderer, it will always use this power (if possible) on the first round of combat (or the second if it makes a surprise attack).

The wandering horror can only be hit by +2 or better magical weapons and has the same magical resistance as the mist horror. This magic resistance functions in the exact same way, affecting spell casters but not magical items, save that it has a greater area of effect (30 feet.)

A wandering horror can be turned by priests and paladins as if it were a "special" undead creature. If a character attempts to turn it and fails, however, they are subject to a special telempathic backlash that causes them to make a fear check at a −2 penalty.

Wandering horrors suffer no damage from spells designed to affect undead (*negative plane protection*, for example) and are immune to the effects of holy water. They cannot be *charmed* or controlled in any way and have no physical forms to be affected by spells like *cause blindness* or *cause light wounds*.

Habitat/Society: The wandering horror is an evolutionary step above the mist horror. In essence, a mist horror is the evil soul of a being foul enough to draw the attention of the Dark Powers, but not so evil as to be rewarded/cursed with their own domain. After a period of time as a mist horror, however, this spirit may have caused enough fear and suffering (in short, done enough evil) to be elevated to the status of wandering horror.

Wandering horrors share the same vile and sadistic mannerisms as their lesser brethren. If anything, in fact, they are far more evil and dangerous as they generally hope to prove themselves dark and foul enough to earn their own domain and escape the limbo in which they now dwell.

Ecology: Wandering horrors seem to be as much a part of the fabric of Ravenloft as mist horrors. There are those who say that the destruction of a wandering horror weakens all of the evil things in Ravenloft slightly. Of course, as evil things are constantly dying and becoming mist horrors, this less-than-insignificant drop in power is quickly replenished.

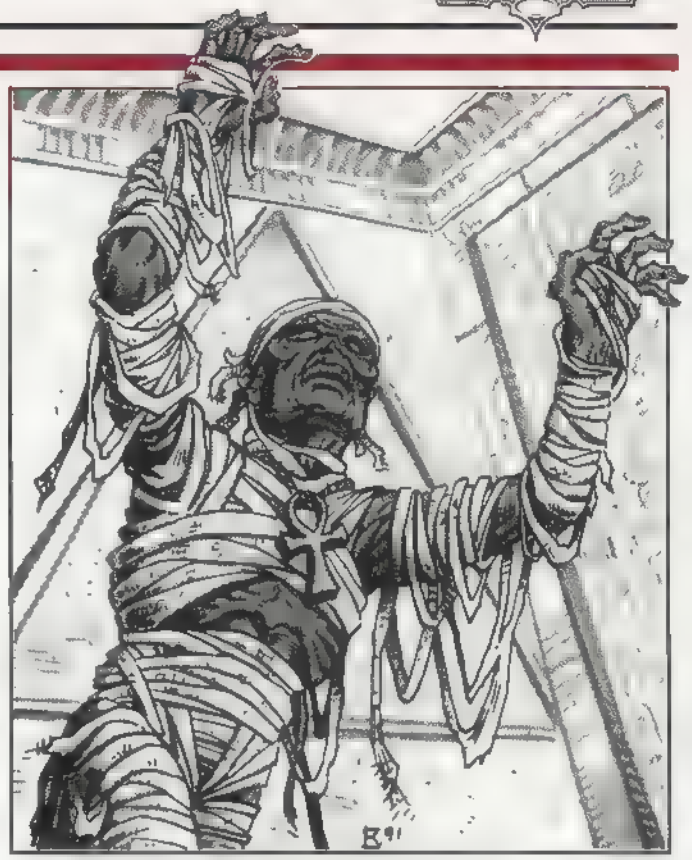
Pseudo-horrors

In addition to the true mist horrors that lurk in the boiling vapors that surround Ravenloft, there are the pseudo-horrors. These are simply beings travelling through the mists for one reason or another. In most cases, they have wandered in through a portal from some other land and are seeking escape. Because these temporary, one-way entrances to Ravenloft often appear near an evil thing, and then close again behind it, the number of pseudo-horrors in the mists can be quite large.

A pseudo-horror is, therefore, not a distinct creature but rather any monster that has become trapped in the Ravenloft Mists and is seeking either prey or escape. Most often, they are spectral things (like ghosts, wraiths, and shadow fiends) although occasional physical monsters (ghouls, vampires, mind flayers, and the like) are encountered. As a rule, nearly all (85%) of the things a party of explorers encounters in the Mists of Ravenloft can be assumed to be evil, for such creatures are naturally drawn into the demiplane of terror. Those creatures that are not evil, however, are almost certain to be hostile to or wary of strangers, for one seldom comes across friends in the dreaded Mists of Ravenloft.

Mummy, Greater

CLIMATE/TERRAIN:	Any desert or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Genius (17-18)
TREASURE:	V (Ax2)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	8,000



Also known as *Anhktepot's Children*, greater mummies are a powerful form of undead created when a high-level lawful evil priest of certain religions is mummified and charged with the guarding of a burial place. It can survive for centuries as the steadfast protector of its lair, killing all who would defile its holy resting place.

Greater mummies look just like their more common cousins save that they are almost always adorned with (un)holy symbols and wear the vestments of their religious order. They give off an odor that is said to be reminiscent of a spice cupboard because of the herbs used in the embalming process that created them.

Greater mummies are keenly intelligent and are able to communicate just as they did in life. Further, they have an inherent ability to telepathically command all normal mummies created by them. They have the ability to control other mummies, provided that they are not under the domination of another mummy, but this is possible only when verbal orders can be given.

Combat: Greater mummies radiate an *aura of fear* that causes all creatures who see them to make a fear check. A modifier is applied to this fear check based on the age of the monster, as indicated on the Age & Abilities table at the end of this section. The effects of failure on those who miss their checks are doubled because of the enormous power and presence of this creature. The mummy's aura can be defeated by a *remove fear, cloak of bravery*, or similar spell.

In combat, greater mummies have the option of attacking with their own physical powers or with the great magics granted to them by the gods they served in life. In the former case, they may strike but once per round, inflicting 3d6 points of damage per attack.

Anyone struck by the mummy's attack suffers the required damage and becomes infected with a horrible rotting disease that is even more sinister than that of normal mummies for it manifests itself in a matter of days, not months. The older the mummy, the faster this disease manifests itself (see the Age & Ability table at the end of this entry for exact details). The disease causes the person to die within a short time unless proper medical care can be obtained. Twenty-four hours after the infecting blow lands, the character loses 1 point from his Strength and Constitution due to the effects of the virus on his body. Further, they lose 2 points of Charisma as their skin begins to flake and whither like old parchment. No normal healing is possible while the disease is spreading through the body, and the shaking and convulsions that accompany it make spell casting or memorization impossible for the character. Only one form of magical healing has any effect—a *regenerate* spell will cure the disease and restore lost hit points, but not ability scores. All others healing spells are wasted. A series of *cure disease* spells (one for each day that has passed since the rotting was contracted) will temporarily halt the infection until a complete cure can be affected. Regaining lost ability score points is not possible through any means short of a *wish*.

The body of a person who dies from mummy rot begins to crumble into dust as soon as death occurs. The only way to *resurrect* a character who dies in this way is to cast both a *cure disease* and a *raise dead* spell on the body within 6 turns (1 hour) of death. If this is not done, the body (and the spirit within it) are lost forever.

Greater mummies can be turned by those who have the courage and conviction to attempt this feat; however, the older the mummy, the harder it is to overcome in this fashion. Once again, the details are provided on the Age & Abilities Table. They are immune to damage from holy water, but contact with a holy symbol from a non-evil faith inflicts 1d6 points of damage on them. Contact with a holy symbol of their own faith actually *restores* 1d6 hit points.

Perhaps the most horrible aspect of these creatures, however, is their spell casting ability. All greater mummies were priests in their past lives and now retain the spell casting abilities they had then. They will cast spells as if they were of 16th through 20th level (see below) and will have the same spheres available to them that they did in life. Greater mummies receive the same bonus spells for high Wisdom scores that player characters do. Dungeon Masters are advised to select spells for each greater mummy in an adventure before the adventure starts. For those using *Legends & Lore* in their games, greater mummies are most often priests of Osiris, Set, and Nephythys. For those using *The Complete Priest's Handbook*, they are usually associated with the worship

of ancestors, darkness, death, disease, evil, guardianship, and revenge. (If neither of these works is being used in the campaign, simply assign the mummy powers as if it were a standard high-level cleric.)

Greater mummies can be harmed only by magical weapons, with older ones being harder to hit than younger ones. Even if a weapon can affect them, however, it will inflict only half damage because of the magical nature of the creature's body.

Spells are also less effective against greater mummies than they are against other creatures. Those that rely on cold to inflict damage are useless against the mummy, while those that depend on fire inflict normal damage. Unlike normal mummies, these foul creatures are immune to non-magical fire. The enchanting process that creates them, however, leaves them vulnerable to attacks involving electricity; all spells of that nature inflict half again their normal damage. In addition, older mummies develop a magic resistance that makes even those spells unreliable.

Greater mummies, like vampires, become more powerful with the passing of time in Ravenloft. The following table lists the applicable changes to the listed statistics (which are for a newly created monster) brought on by the passing of time:

Age & Ability Table

Age	To Hit	AC	HD	THAC0
99 or less	+1	2	8+3	11
100-199	+1	1	9+3	11
200-299	+2	0	10+3	9
300-399	+2	-1	11+3	9
400-499	+3	-2	12+3	7
500 or more	+4	-3	13+3	7

Age	Align	Wis	Magic	Disease
99 or less	LE	18	Nil	1d12 days
100-199	LE	19	5%	1d10 days
200-299	LE or CE	20	10%	1d8 days
300-399	CE or LE	21	15%	1d6 days
400-499	CE	22	20%	1d4 days
500 or more	CE	23	25%	1d3 days

Age	Level	XP	Fear	Mummies
99 or less	16	8,000	-1	1d4
100-199	17	10,000	-2	2d4
200-299	18	12,000	-2	3d4
300-399	19	14,000	-3	5d4
400-499	20	16,000	-3	6d4
500 or more	20	18,000	-4	7d4

Notes:

To Hit indicates the magical plus that must be associated with a weapon before it will inflict damage to the mummy.

AC is the Armor Class of the monster.

HD are the number of hit dice that the mummy has. Greater mummies are turned as if they had one more Hit Die than they actually do, so a 250 year old (10+3) is turned as if it had 11 Hit Dice. Any mummy 300 years old or older is turned as a "special" undead.

THAC0 is listed for the various Hit Dice levels of the mummy to allow for easy reference during play.

Alignment As the mummy grows older, it becomes darker and more evil. In cases where two alignments are listed, there is a 75% chance that the mummy will be of the first alignment and a 25% chance that it will be of the second. Thus, a 300 year old mummy is 75% likely to be chaotic evil.

Wisdom is the creature's Wisdom score. When employing their spells, greater mummies receive all of the bonus spells normally associated with a high Wisdom. Further, as they pass into the higher ratings (19 and beyond) they gain an immunity to certain magical spells as listed in the *Player's Handbook*.

Magic is the creature's natural magic resistance. As can be seen from the table, old mummies can be very deadly indeed.

Disease is the length of time it takes for a person infected with the mummy's rotting disease to die.

Level indicates the creature's level as a priest. Older mummies have access to far greater magics than younger ones and are thus more dangerous than younger ones.

XP lists the number of experience points awarded to a party for battling and defeating a greater mummy of a given age.

Mummies indicates the number of normal mummies that the creature will have serving it when encountered.

Fear indicates the penalty to those making fear checks due to the evil influence of the greater mummy's foul aura.

Habitat/Society: Greater mummies are powerful undead creatures that are usually created from the mummified remains of powerful, evil priests. This being the case, the greater mummy now draws its mystical abilities from evil powers and darkness. In rare cases, however, the mummified priests served non-evil god in life and are still granted the powers they had in life from those gods.

Greater mummies often dwell in large temple complexes or tombs where they guard the bodies of the dead from the disturbances of grave robbers. Unlike normal mummies, however, they have been known to leave their tombs and strike out into the world—bringing a dreadful shroud of evil down upon every land they touch.

When a greater mummy wishes to create normal mummies as servants, it does so by mummifying persons infected with its rotting disease. This magical process requires 12-18 hours (10+2d4) and cannot be disturbed without ruining the enchantment. Persons to be mummified are normally *held* or *charmed* so that they cannot resist the mummification process. Once the process is completed, victims are helpless to escape the bandages that bind them. If nothing happens to free them, they will die of the mummy rot just as they would have elsewhere. Upon their death, however, a strange transformation takes place. Rather than crumbling away into dust, these poor souls rise again as normal mummies. Obviously, this process is too time consuming to be used in actual combat, but the greater mummy will often attack a potential target in hopes of capturing and transforming it into a mummy. All mummies created by a greater mummy are under its telepathic command.

Ecology: The first of these creatures is known to have been produced by Anhktepot, the Lord of Har'akir, in the years before he became undead himself. It is believed that most, if not all, of the greater mummies he created in his life were either destroyed or drawn into Ravenloft with him when he was granted a domain. A number of these creatures are believed to serve Anhktepot in his domain, acting as his agents in other lands he wishes to learn what is transpiring in other portions of Ravenloft.

The process by which a greater mummy is created remains a mystery to all but Anhktepot. It is rumored that this process involves a great sacrifice to gain the favor of the gods and an oath of eternal loyalty to the Lord of Har'akir. If the latter is true, then it may lend credence to the claim of many sages that Anhktepot can command every greater mummy in existence to do his bidding. If this is indeed the case, it makes the power of this dark fiend far greater than is generally supposed.

Quevari

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Village
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	A, B, C, or D (Z)
ALIGNMENT:	Lawful good or chaotic evil
NO. APPEARING:	1-8
ARMOR CLASS:	10 or 7
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 or by weapon
SPECIAL ATTACKS:	Nil or see below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8-10) or Fanatic (17-18)
XP VALUE:	15 or 65

The quevari are a race almost indistinguishable from normal humans. As a rule, they are friendly and helpful people who seem to go about their lives without concern for the evils that abound in the land around them. Their true nature is revealed only on the three nights of the full moon—when they become foul creatures of the night.

The quevari, as mentioned above, look just like normal humans. They are fond of bright colors in their clothes and flowers in their hair. Many observers will quickly notice that the quevari might well be taken as a light-skinned offshoot of the Vistani.

The quevari language is a sweet and mild sounding one, filled with musical sounds and a poetic grammar. Those fluent in it marvel at the easy way its words can be linked together to form enchanting songs and delicate verse. In addition to this, most quevari can speak one or two other languages, making communication with them an easy matter in all but the most unusual of [illegible]

Combat: The quevari shun combat when they are in their pacifistic phase. At such times they can be counted on to defend themselves and little more. Their primary weapons in such situations are those they use to hunt—short bows and slings—or those they use in their labors—sickles and knives. Their natural reluctance to enter into battle against intelligent opponents, however, imposes a −2 penalty on all attack rolls.

On the three nights of the full moon, however, the quevari become bloodthirsty killers who strike with the skill and finesse of trained assassins. The quevari call this time "the rising of the bloodmoon" and accept it as an inescapable part of their nature. Those who are unaware of this side of the quevari personality (but who have had dealings with them while they were in their timid phase) suffer a −2 penalty on their initiative roll for the first round of any combat with these supposedly peaceful people.

Their agility becomes greatly heightened at this time, dropping their natural armor class from 10 to 7. This increase in agility also gives them a +2 bonus on all missile fire attack or initiative rolls, and allows them to move silently, hide in shadows, and hear noise 75% of the time, as if they were thieves. Further, they can climb sheer surfaces with a 95% chance of success at these times.

While the weapons the quevari bring to play in combat do not change, their skill with them does. During the bloodmoon, the quevari always strike with a +2 on their attack rolls when using a weapon familiar to them (as described earlier.) If they are using weapons not found in their daily lives (a war hammer or polearm, perhaps), they strike normally.

Habitat/Society: Quevari villages tend to be small, farm communities with not more than three or four score inhabitants in any town. The community will decide on all issues important to their populations by simple votes or with the aid of an elected town council. There is nothing about a quevari community that makes it seem at all different from any other small village—until the full moon rises. Because of this, most of the people who enter or travel through a quevari town have no reason to suspect that it is not a human village. For their part, the quevari are unlikely to mention the fact that they are not strictly "human" unless asked directly. Even in this case, however, the quevari will not spell out the nature of their dark and cyclical psyches.

During the three nights of the full moon, the quevari metabolism and psychology changes. Some scholars liken this to a form of lycanthropy that affects their minds. The quevari themselves never speak of this time (thus, they never warn strangers to leave before the full moon rises) and have learned to block out those three nights from their lives. While this means nothing to them (it's just the way things are, after all) travellers who are staying in a quevari town at the time of the bloodmoon will be in for a great surprise.

Ecology: Normally the quevari are a people who live by gathering nuts and berries, tending their modest farms, and hunting or fishing for the meat they need in their diet. When they are under the spell of the bloodmoon, however, they are ravenous cannibals who feast upon the flesh of their victims.

Quickwood

	Quickwood (Spy Tree)
CLIMATE/TERRAIN:	Any/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Soil nutrients and water
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1 (90%), 2-4 (10%)
ARMOR CLASS:	5
MOVEMENT:	1 (3 for roots)
HIT DICE:	5-10
THAC0:	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	1d6+12 and mouth
DAMAGE/ATTACK:	Nil and 3-12
SPECIAL ATTACKS:	Roots
SPECIAL DEFENSES:	Spell channeling
MAGIC RESISTANCE:	Special
SIZE:	L (12'+)
MORALE:	Champion (15-16)
XP VALUE:	Variable

This great hardwood tree appears to be an oak, although close inspection reveals that it has a visage and sensory organs that resemble a distorted human face. It is 90% unlikely that the "face" is noticed unless the observer is within ten feet of the quickwood.

Combat: As it is very difficult for a quickwood to move its massive trunk, the creature usually remains still if at all possible. It can, however, send out thick roots that move 30 feet per round through the loose top soil (90-foot range). These roots can seize and hold immobile any creature under 1,000 pounds of weight (the creature is then drawn to the maw in one round to be chewed upon). The roots are too strong to be broken, and blunt weapons do not damage them, but an edged weapon may be used to sever one. Treat roots as large-sized creatures, with 10 hit points each. Note that damage inflicted upon roots does not count toward destruction of the quickwood proper. The creature allows only six of its roots to be severed before it withdraws the other 1d6+6 to safety. The roots cause no damage.

The limbs of the creature are too stiff to serve as offensive members, but a quickwood has a mouth-like opening that can clamp shut for 3d4 points of damage. The victim must be touching the trunk or forced into position by a nearby grasping root where the maw can inflict damage before this is an actual danger, however. The visual, auditory, and olfactory organs (resembling large human eyes, ears, and nose) are slightly superior to the human norm, and the creature's infravision extends to 120 feet. The quickwood has numbers of lesser roots it spreads to sense approaching creatures. Its sensitive leaves can detect air movements and changes in pressure.

It is possible to use plant-affecting spells against a quickwood, but most others do not work. The creature is able to perspire, drenching itself in water so fire does not harm it. Lightning is harmlessly channeled off into the ground, and poisons and gases do not harm a quickwood. A *disintegrate* spell will certainly destroy one of these things, if successful. However, if under spell attack, a quickwood uses the spell energy to radiate *fear* in a radius equal to 10 feet per level of spell energy. If the caster fails his saving throw, the quickwood has channelled off all of the spell energy into fear; otherwise the fear is only a side effect of the spell use, and the magic has standard effects on the spy tree (saving throws are still permitted, of course). Mind-affecting spells do not affect a quickwood.

In addition to its own attacks and defenses, a mature spy tree is able to cause 2d4 other normal oaks to serve as its hosts. These trees resemble the quickwood while so possessed, having visages and sensory organs through which the master tree actually controls the hosts and gains information. Such control extends up to one mile.

Habitat/Society: These creatures may be found in any habitat that supports normal oak trees, including the warmer regions where live oaks are found.

Ecology: It is said that quickwoods grow only through the magical offices of some great wizard (or possibly druid) who planted mandragora roots after imbuing them with mighty spells. Others claim that these weird trees are a natural progression of vegetable life toward sentience and mobility. In any case, quickwoods are certainly sentient, unlike most of the vegetation found in the world.

Quickwoods are sometimes charmed or otherwise convinced to serve as repositories for treasure or as guardians of an area. In the former role, the treasure guarded is typical of the creature having placed it there. Such items are always stored within the trunk orifices of the quickwoods. As guardians, the creatures spy for intruders and upon sighting them send out a hollow drumming sound that can be heard for a mile or more.

Ravenkin

CLIMATE/TERRAIN:	Temperate lands
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	U (Communal), I (Individual)
ALIGNMENT:	Neutral good
NO. APPEARING:	3-12 (3d4)
ARMOR CLASS:	6
MOVEMENT:	3, Fl 27 (C)
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Eye peck & spells
SPECIAL DEFENSES:	Not surprised
MAGIC RESISTANCE:	Nil
SIZE:	M (5'span)
MORALE:	Elite (13-14)
XP VALUE:	175

The ravenkin are an avian race that have been trapped within the misty confines of Ravenloft. They are one of the few forces for good in this otherwise dark land of evil.

Ravenkin look much like huge versions of the common raven or crow with a wingspan that averages five feet in width. They are shrouded in black feathers and have long, straight beaks. To set themselves apart from normal ravens, they often wear small items of sparkling jewelry.

The ravenkin speak their own language, which sounds like a collection of squawks and shrieks to those who do not know it. Most (fully 80%) of these creatures will also speak the common language in use by the human or demihuman inhabitants of their lands.

Combat: The ravenkin will always try to flutter around a victim's head in combat, waiting for a chance to strike at his eyes. They will often land briefly on a would-be target before striking, using their talons to stay in place while they peck with their beaks. But, as the small talons inflict no damage, the creatures have only one pecking attack that inflicts but 1d3 points of damage. On any natural attack roll of 19 or 20, however, the ravenkin has scored a hit on one of the victim's eyes (assuming they are not wholly protected.) Such an injury will blind that eye, imposing a −2 penalty on all attack rolls made by the character. A second such hit indicates loss of the other eye and, thus, total blindness. Injuries of this nature cannot be cured save by spells like *heal* or *regeneration*.

All ravenkin have a limited spell casting ability. Most (75%) are able to employ any three first-level spells per day. They need neither material or somatic components, but *always* cast their spells verbally. Ravenkin are required to memorize their spells ahead of time, just as human casters. An additional 20% of these creatures have the ability to employ two second-level spells per day in addition to their first-level spells. Lastly, 5% of the ravenkin population can invoke one third-level spell per day.

Habitat/Society: The ravenkin are a long-lived race with many of their elders claiming to be "a hundred winters" old. As a rule, an individual's name includes his age, so a recently hatched chick might be "Kareeka Twomoons" and a wise old elder might be known as "Shreeaka Fiftyautumns."

Ravenkin are slow breeders. It is believed that the evil of Ravenloft has been corrupting their eggs and making them sterile. Whether this is the case or not, fully 8 in 10 ravenkin eggs fail to hatch. A ravenkin community generally consists of 155 to 200 individuals (150 + 5d10). Of these, half will be females (who fight just as if they were males), and 10% will be young (who do not fight.) They will nest in family groups, each claiming a copse of trees as their own territory. In addition, the area around a ravenkin community tends to be filled with mundane crows, generally about 500 in number. While the ravenkin cannot directly command them, they are able to train the crows with great effectiveness and employ them as sentries and hunting animals.

Ravenkin tend to ignore travellers unless these actively seek out contact with the avians. In the latter case, they are wary and untrusting until the strangers prove themselves to be friends. Once someone has earned the trust of the ravenkin, though, they have won a great prize, for these creatures are able to provide a wealth of information about the evils of Ravenloft. The Vistani say that ravenkin can see through the eyes of every raven in the land; from the vast knowledge these folk seem to be able to amass on even the shortest notice, that seems to be only a minor exaggeration.

Ecology: The ravenkin exist on a diet of insects, berries, and carrion. In short, they will eat almost anything put before them —truly proving themselves to be omnivorous. They find the act of hunting bothersome, however, and delight in the taste of slightly rotted meat, making carrion the main element of their diet.

Reavers

CLIMATE/TERRAIN:	Sea of Sorrows
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	(A)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	4
MOVEMENT:	6, Sw 18
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6/2d6/2d4
SPECIAL ATTACKS:	Grapple
SPECIAL DEFENSES:	Cutting scales
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Steady (11-12)
XP VALUE:	420

The race of reavers are an evil and dark people who live beneath the waves on Ravenloft's western shore. Here, they lurk in hopes of attacking swimmers, fishermen, and small ships. Few indeed are the coastal communities in Lamordia, Mordent, Demenlieu, and Darkon that do not have stories of past encounters with these foul aquatic creatures.

Individual reavers look like tall humanoid creatures covered with scales. They have large, fish-like eyes and webbed hands and feet. Their fingers end in short but deadly sharp claws that can rip through flesh and tissue with ease. Their mouths are wide and filled with rows of needle-like teeth.

Reavers speak with a lisping, hissing language that is very difficult for other creatures to match. In addition, many of the sounds they use to communicate are ultrasonic, so men cannot even hear them. No reaver has ever been known to speak a human tongue.

Combat: The reaver is not noted for clever tactics and intricate strategies. As a rule, it is a brutal and savage opponent that tears its victims into pieces.

In melee, a reaver strikes three times: twice with its claws and once with its deadly bite. The former attack mode, which combines the great strength of the monster with the cutting edge of its claws, inflicts 2d6 points of damage. The latter attack combines the crushing might of the creature's jaws with its deadly, piercing teeth and inflicts 2d4 points of damage.

If both of the claw attacks hit, the reaver has managed to grapple its opponent and drag him along its scales. The edges of these small, natural plates are razor sharp, however, making such close physical contact with the reaver very dangerous. Attackers who grapple with or are grappled by a reaver will take 1d6 points of damage each round. Attempting to escape from the grip of the creature requires a 3d6 ability check against the victim's Strength. Failure to escape indicates that an additional 1d6 points of damage is taken while a successful escape reduces the damage to 1d4 points. Anyone who enters into unarmed combat will take 1d3 points of damage for each blow he lands on the reaver. Attacks from weapons that are unusually soft, like whips, will result in the breaking of the weapon on a natural attack roll of 1, 2, or 3.

Habitat/Society: Reavers tend to gather in schools of a dozen or so individuals. They are territorial in the extreme and will often regard any human settlement near their lairs (even those that predate the lair's establishment) as an intrusion upon their territory. Such "violations" are rewarded with nightly raids on the homes of the humans. each of these raids is marked by violent acts of terror targeted at individual households. In this way, the reavers hope to drive the "invaders" from the lands that border on their ocean realms.

A reaver lair is often hidden beneath a coral reef or at the heart of a thick forest of sea weed. In such isolated regions, the reavers are masters of stealth and hunting. Those who stumble upon these evil places seldom have time to see the creatures as they seem to spring out of nowhere to attack and destroy all intruders.

Ecology: Reavers feed on the raw flesh of their victims. They are strictly carnivorous and, oddly enough, feed only on land-dwelling creatures and sea mammals. Reavers look upon intelligent prey as far more worthy than simple animal life. Thus, they will often pass up other targets to strike at a wandering band of humans or demihumans. After they have feasted on the bodies of their victims, they often leave behind a grisly scene of blood and death—to mark their successful hunt and warn off those who might seek to hunt them down in a quest for vengeance.

Outcasts

From time to time, an individual reaver is exiled from his people for one reason or another (usually failure in an important task). These outcasts leave the salty sea water behind and find a fresh water lake or river in which to live. Thus, even inland communities are not always safe from these evil creatures. Outcasts have the same statistics as other reavers.

Scarecrow, Ravenloft

CLIMATE/TERRAIN:	Any farmland
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (19-20)
XP VALUE:	420

The Ravenloft scarecrow is a magically-animated creature that moves about under the influence of an evil force. Usually found only in agricultural regions, it is often the chosen form of a vengeful farmer's spirit.

The appearance of these creatures varies, since the bodies they enter and animate are all built by different people and reflect the artistic talents and tastes of their creator. As a rule, however, the scarecrow's body is an assemblage of old clothes, stuffed with leaves, straw, or some other filling material and braced up on a wooden support. Some manner of gourd or melon is generally placed atop the body after being hollowed out and carved to resemble a haunting, frightening face. When the creature is animated, the face glows from within as if a candle or lantern were placed inside its hollow head.

Scarecrows are able to speak any language they knew in life. There is even a small chance (10%) that anyone who in life knew the individual whose spirit inhabits the scarecrow will recognize and identify that evil soul when listening to the creature's eerie, haunting voice.

Combat: The scarecrow exists only to exact vengeance on those who wronged it in life. As such, it tends to avoid combat with others and will often flee from encounters with those it does not know. When it finally comes across someone it blames for an act committed against it in life, it attacks quickly and savagely—refusing to retreat until either it or its victim is slain.

The scarecrow's main hand-to-hand attack is made with its flailing arms. This attack is only mildly harmful, however, because the creature is not noted for great strength. Each successful attack will inflict but 1d4 points of damage. From time to time, a scarecrow will attack with some manner of farm implement (usually a pitch fork or scythe). In such cases, it does damage according to the weapon employed.

The real danger presented by a scarecrow is the fact that anyone struck for its rather weak blows must save vs. death magic. Failure to make the save will find the victim cursed with an magical odor that draws biting and stinging insects to him from miles away. On the round after the failed saving throw, the victim takes 1d4 points of damage from bites and stings. On the next round, the victim takes 2d4 points of damage, then 3d4, and so on. This affect can be negated only by the casting of a *remove curse* spell. In addition to the damage sustained, a cursed character suffers a penalty of −1 on all attack rolls for each die of damage inflicted by the insects on that turn. For example, on the first round in which the character is bitten and stung, he is at −1 on all attacks rolls and takes 1d4 points of damage. Four rounds later, he takes 5d4 points of damage and suffers a −5 on his attack rolls.

Scarecrows are immune to the effects of cold-based spells and take only half damage from all lightning-or electricity-based spells. They suffer full damage from all non-magical fire attacks. All magical flame attacks receive a +1 on their attack roll and a +1 per die on their damage roll. Non-magical weapons can hit them, but these inflict only 1 point of damage per blow landed Magical weapons not employing fire inflict half damage while those using fire (i.e., a *Flame Tongue*) gain a +1 on all attack rolls and a +1 per die on all damage rolls.

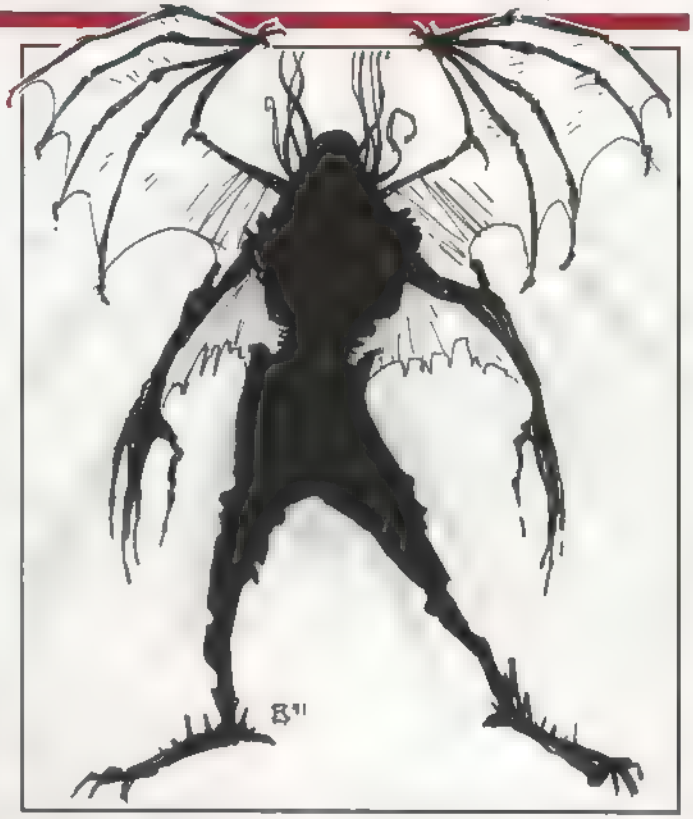
While they are similar to undead creatures, scarecrows cannot be turned. They are, however, immune to *sleep*, *charm*, *hold*, or similar mind-based magical influences.

Habitat/Society: The Ravenloft scarecrow is an animated form of the mundane farm construct. The spirit that drives it to commit acts of evil is often that of a local resident who feels that he was wronged by one or more of his neighbors in life. Unable to attain justice while he was alive, his spirit lingers on after his death and becomes a powerful force for evil.

Ecology: Ravenloft scarecrows are magically animated constructs. Although they are fashioned out of organic materials, there is no evidence to support a belief that they have any role in the ecosphere around them.

Shadow Fiend

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	9, 5, or 1
MOVEMENT:	12 (see below)
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6'tall)
MORALE:	Champion (15-16)
XP VALUE:	2,000



The shadow fiend is a dark and dangerous creature from the most dreaded of the lower planes. Lurking in regions of darkness, it attacks only to satisfy its desire to do evil, for it never hungers or thirsts.

The shadow fiend looks like a tall, slender humanoid with small bat-like wings and a body is composed wholly of darkness. Both the long fingers and slender toes of the creature end in terrible claws that can inflict great wounds on enemies.

Shadow fiends have no known language, although it is said that they can communicate with other creatures from the lower planes when they encounter them. No mortal being has ever been able to attest to this, however, and it may be mere speculation.

Combat: The unusual nature of these creatures is evident in their combat tactics. Like the shadows, which many believe (wrongly) to be related creatures, these horrors are 90% undetectable when they move through dimly lit or shadowy. When they attack those who have not spotted them, they always attain surprise. Each round the monster is able to strike with two of its wicked claws (inflicting 1d6 points of damage each) and its horrible bite (inflicting 1d8 points or damage.)

Once engaged in combat, the power of the creature depends upon the lighting in the area of battle. In brightly lit areas (open sunlight, a *continual light* spell, and such), the shadow fiend is greatly weakened. Here, its Armor Class is 9 and all attacks that strike it do double damage. Because of this, shadow fiends will normally flee from opponents in bright light.

In dimmer lighting, that created by a torch, lantern, or *light* spell, the shadow fiend is somewhat better off. Here, it has an armor class of 5, though it still suffers normal damage from attacks. When it strikes in these conditions, however, it gains a +1 on its attack rolls.

In darkness, anything up to candle or moonlight, the creature is at its deadliest. Here, it gains a +2 on all attack rolls and is Armor Class 1. Further, all damage done to the creature is halved.

Regardless of the lighting around it, the shadow fiend is immune to all damage from fire, cold, and electricity (whether magical or mundane in nature.) A *light* spell cast directly at the creature inflicts 1d6 points per level of the caster, although this damage may be reduced (or enhanced) by the lighting in the area.

Whenever the shadow fiend gains surprise, it will spring onto its victim. Because of the small wings on its back, it can leap up to 30 feet and strike with four claws (each doing 1d6 points of damage.) When it leaps, it cannot employ its bite attack.

Once per day, the shadow fiend may cast a *darkness, 15' radius* spell or subject all persons within a 30 foot area to a *fear* spell. Once per week, it can cast a *magic jar* spell at a single target (provided that it has a suitable receptacle for the victim at hand.) If the victim of the *magic jar* attack makes his saving throw, however, the shadow fiend is stunned for 1d3 rounds during which time it cannot act.

Shadow fiends can be turned by clerics as if they were "special" creatures on the undead turning chart.

Habitat/Society: The shadow fiend is called into Ravenloft by the use of magical *gate* spells and similar incantations. Once summoned to the demiplane of terror, however, they find themselves bound to the land and unable to leave (as is the case with all summoned beings.) Thus, over the centuries, a number of these creatures have been trapped in Ravenloft.

Already creatures of evil, their imprisonment only serves to increase their hatred of the world around them. Thus, they often attempt to pass their time by inflicting pain and suffering on those few mortals they encounter.

Ecology: It is doubtful that the shadow fiend is important to the overall ecology of Ravenloft. However, there are those who say that the Dark Powers have close ties to these foul creatures, claiming that the Powers are able command the fiends to do their bidding at any time. Since none can even pretend to predict the actions or guess the desires of the Dark Powers, it seems possible that this is the case.

Skeleton, Giant

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Fearless (20)
XP VALUE:	1,400

Giant skeletons are similar to the more common undead skeleton, but they have been created with a combination of spells and are, thus, far more deadly than their lesser counterparts.

Giant skeletons stand roughly 12 feet tall and look to be made from the bones of giants. In actuality, they are simply human skeletons that have been magically *enlarged*. They are normally armed with long spears or scythes that end in keen bone blades. Rare individuals will be found carrying shields (and thus have an Armor Class of 3), but these are far from common. A small, magical fire burns in the chest of each giant skeleton, a by-product of the magics that are used to make them. These flames begin just above the pelvis and reach upward to lick at the collar bones. Mysteriously, no burning or scorching occurs where the flames touch the bone.

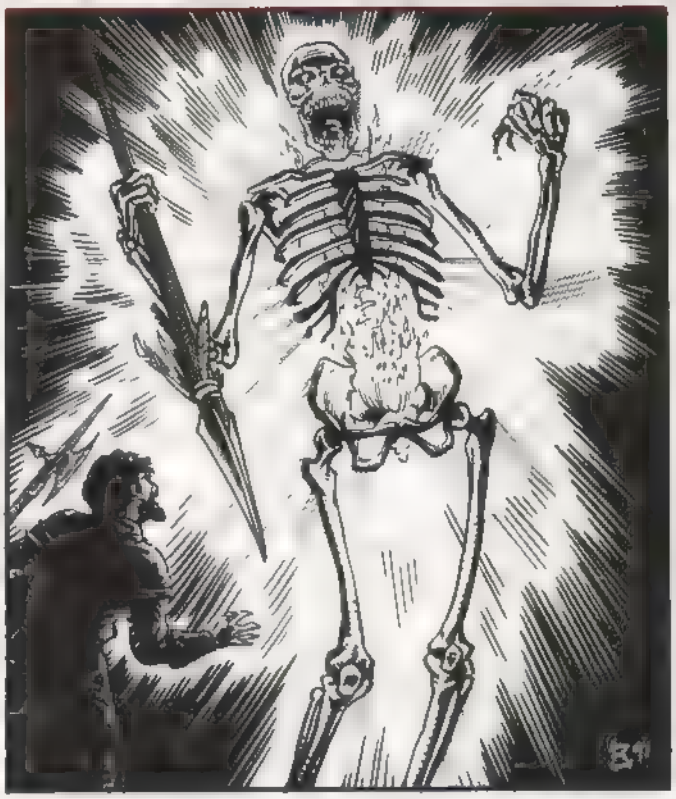
Giant skeletons do not communicate in any way. They can obey simple, verbal commands given to them by their creator, but will ignore all others. In order for a command to be understood by these animated skeletons, it must contain no more than three distinct concepts. For example, "stay in this room, make sure that nobody comes in, and don't allow the prince to leave,". would be the type of command these creatures could obey.

Combat: In melee combat, giant skeletons most frequently attack with their bone-bladed scythes or spears. Each blow that lands inflicts 1d12 points of damage.

Once per hour (6 turns), a skeleton may reach into its chest and draw forth a sphere of fire from the flames that burn within its rib cage. This flaming sphere can be hurled as if it were a *fireball* that delivers 8d6 points of damage. Because these creatures are immune to harm from both magical and normal fires, they will freely use this attack in close quarters.

Giant skeletons are immune to *sleep*, *charm*, *hold*, or similar mind-affecting spells. Cold-based spells inflict half damage to them, lightning inflicts full damage, while fire (as has already been mentioned) cannot harm them. They suffer half damage from edged or piercing weapons and but 1 point of damage per die from all manner of arrows, quarrels, or missiles. Blunt melee weapons inflict full damage on them.

Being undead, giant skeletons can be turned by priests and paladins. They are more difficult to turn than mundane skeletons, however, being treated as if they were mummies. Holy water that is splashed upon them inflicts 2d4 points of damage per vial.



Habitat/Society: The first giant skeletons to appear in Ravenloft were created by the undead priestess Radaga in her lair within the domain of Kartakass. Others have since mastered the spells and techniques required to create these monsters; thus, giant skeletons are gradually beginning to appear in other realms where the dead and undead lurk.

Giant skeletons are employed as guards and sentinels by those with the power to create them. It is said that the Dark Powers can see everything that transpires before the eyes of these foul automatons, but there is no proof supporting this rumor.

Ecology: Like lesser animated skeletons, these undead things have no true claim to any place in nature. They are created from the bones of those who have died and are abominations in the eyes of all who belief in the sanctity of life and goodness.

The process by which giant skeletons are created is dark and evil. Attempts to manufacture them outside of Ravenloft have failed, so it is clear that they are in some way linked to the Dark Powers themselves. In order to create a giant skeleton, a spell caster must have the intact skeleton of a normal human or demihuman. On a night when the land is draped in fog, they must cast an *animate dead*, *produce fire*, *enlarge*, and a *resist fire* spell over the bones. When the last spell is cast, the bones lengthen and thicken and the creatures rises up. The the creator must make a Ravenloft Powers check for his part in this evil undertaking.

Strahd's Skeletal Steeds

CLIMATE/TERRAIN:	Any Barovia
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fearless (19-20)
XP VALUE:	270

Strahd's skeletal steeds are magically animated undead horses, created as guardians and warriors by the master vampire Strahd Von Zarovich.

Completely stripped of flesh, skeletal steeds are held together by magic. They wear the tattered remains of whatever saddles or blankets may have been on them when they died. Thus, many will wear nothing at all while rare individuals might actually wear the remnants of barding (improving their armor class accordingly.) Any horse shoes they may have had in life are still on their hooves; however, the enchantment that raised these creatures from the dead gives those shoes a magical aura that causes illusionary flames to flicker around the steed's hooves when it breaks into a gallop.

Unlike normal, living horses, which are rarely still and always shifting and twitching, Strahd's skeletal steeds are completely motionless until they need to act. Many times they are encountered as a mere pile of dusty horse bones. If given a command by Strahd or upon the activation of some trigger magic, they can rise up and assemble. The mere sight of this is enough to require those viewing it to make a horror check.

They have no strong odor, other than a faint trace of dust and mold. They sound hollow and light when in motion and the clatter of their hooves sounds more like a rattle of sticks than the pounding of horses.

Combat: Strahd's skeletal steeds fight like normal war horses. Each round, the creature rears up and can both strike with its hooves and bite. On the second round of combat, and every other round thereafter, they can breathe a cloud of noxious gas in an area five feet wide and deep in front of them. Anyone caught in it must save vs. breath weapon or be frozen to the spot for 2-8 (2d4) rounds.

Like all undead, they are immune to *sleep*, *charm*, *hold*, and other mind-controlling spells. Piercing weapons such as spears and arrows do no damage to them for they just slide between the bones. Edged weapons, like swords and axes, will inflict only half damage, while blunt weapons (including polearms and the like used as quarterstaves) can inflict normal damage.

Strahd's skeletal steeds are totally immune to cold- or fire-based attacks, but take full damage from lightning and electricity-based spells. Further, their creator has greatly strengthened their ties to the negative plane. This makes them harder to turn (they are turned as wraiths), but also makes them vulnerable to the damaging effects of a *negative plane protection* spell.

Habitat/Society: Strahd's skeletal steeds are found in the dark catacombs beneath Barovia's surface, on old battlefields, or anywhere within Castle Ravenloft. Strahd has been known to post them as sentries throughout Barovia. He never uses them as mounts, but has been known to use them as couriers. Thus, such a creature might well be encountered while on an important mission to deliver some vital message or object for the Lord of Barovia.

As mindless undead creatures, skeletal steeds have no society. They obey any orders given to them by Strahd. The commands must be simple, a single sentence of no more than a few words. They only obey Strahd Von Zarovich unless some magical means (like a *control undead* spell) is used to usurp command of a specific creature. In this case, however, Strahd will know at once that something has happened to one of his steeds.

Ecology: As undead things, Strahd's skeletal steeds are not a part of nature. Further, only Strahd Von Zarovich knows the arcane ritual necessary to make them. He can make them only from horse skeletons where 90% of the bones and the skull are present. It is not know if other animals can be animated from the same spell, but given the power of the Lord of Barovia, and his ties to the evil forces of necromancy, this seems probable.

Treant, Evil

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Very rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (x5), X
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-20
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-12
THAC0:	7-8 HD: 13 9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (13-18')
MORALE:	Elite (13-14)
XP VALUE:	2,000 (+1,000/HD)

The peaceful race of treants, found on many worlds and in many lands, is also represented in Ravenloft. Sadly, the dark waters and corrupting evil of the land has twisted them into evil and foul things. The treants of Ravenloft despise good and innocent things as much as their counterparts hate evil; they go to great lengths to torment and terrorize travellers in their domains. The only trait they seem to share with the true treant is a hatred of unchecked or unrestricted use of fire.

Evil treants look much like normal trees; so much so, in fact, that when standing in a grove or forest they have a 90% chance of being mistaken for common flora. Their bark is thick and gnarled, providing them with protection from physical damage. While they have a face that looks unsettlingly human when they are speaking, it vanishes into patterns of grooves and knots when the creature wishes to remain stationary. Evil treants come in three age groups: young (13 to 14 feet tall), mature (15 to 16 feet tall), and elder (17 to 18 feet tall). In combat, the amount of damage inflicted by a treant is determined by its age and size.

Evil treants can speak their own language and can usually communicate with the animals in the forest around them. They are also often capable of speaking a fair number (1-4) of other languages.

Combat: Young treants can lash out with their powerful branches to strike twice in combat, inflicting 2d8 points of damage per blow landed. Mature treants are able to inflict even more dangerous wounds, inflicting 3d6 points of damage with each attack. Elder treants have amassed so much physical power that their attacks deliver fully 4d6 points of damage each. Few and far between are the creatures that can stand against them in combat.

Despite the thick bark that provides them with protection against physical assaults, treants are unusually vulnerable to fire. Any weapon or attack based on fire (magical or normal) receives a +4 bonus on its attack roll. Further, such attacks score an additional +1 point per die to all damage inflicted. Saving throws required for fire-based attacks and spells are made at a −4 penalty.

Like their good counterparts, evil treants can animate and command living trees. Each treant can animate two trees. This power has a range of 60 yards, and any animated tree that moves beyond that limit is instantly returned to its normal state. After spending one round to uproot itself, an animated tree is able to move about and attack as if it were a mature treant.

Because of their mass and strength, treants are quite effective in combat against structures and fortifications—especially those made from wood. Exact details on this aspect of combat are provided in *The Castle Guide* and *BATTLESYSTEM*™ miniatures rules, where they are considered to be identical to good treants.

Habitat/Society: Evil treants live in secluded forests like those found in the mountains of southwestern Ravenloft. Here, they warp the nature of what might otherwise be peaceful and picturesque woodlands, turning them into evil, haunted forests.

Evil treants have no interest in treasures, magical or monetary, although items of value are sometimes found on the ground where they have claimed the lives of past victims. Only in very rare cases will an evil treant attempt to use any of these artificial items as they prefer to leave them where they fell and use them as bait to lure curious explorers to their deaths.

Ecology: Unlike good treants, who feed wholly by photosynthesis, evil treants are carnivorous. In fact, they favor the flesh of intelligent creatures (usually humans and demihumans) over all other prey. Their chosen delicacy, when they can obtain it, is the flesh of innocents, who they torment and horrify before devouring. Evil treants rarely kill their prey before consuming it, for they believe that this makes it unfit for digestion. Thus, victims who are accidentally slain during the tortures inflicted upon them by hungry treants are discarded and left to feed the scavengers of the forest.

The sap of an evil treant, when smeared over the entire body, is reported to provide humans and demihumans with protection equivalent to that granted by a *barkskin* spell.

Treant, Undead

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Very rare
ORGANIZATION:	Copse
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	5d6/5d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (20' tall)
MORALE:	Champion (15-16)
XP VALUE:	15,000

When an evil treant sees that its many years are soon to come to an end, it seldom accepts this fate quietly. For most, this means a final, wild orgy of violence and death. For a few, however, it means death and resurrection as a thing so dark and evil that even the Vistani will not speak of it.

An undead treant looks much like any other deciduous tree in the winter. It has no leaves and a lusterless, almost brittle, look to its bark. Like living treants, its face is hidden until it chooses to speak or make its presence known. When a creature of this sort stands amid a grove or copse of similar leafless trees, it is 90% likely to go unnoticed by those passing near.

Undead treants speak the language of evil treants and generally know many (2d4) other tongues. Despite their linguistic skills, however, they seldom converse with the living and seem unable to speak with the animals of the forest around them.

Combat: Undead treants lash out with their powerful branches, striking twice per round and inflicting 5d6 points of damage with each successful blow. On any natural roll of 19 or 20, they are assumed to have knocked their opponent prone and stunned them for 1 round per 5 points (or fraction thereof) of damage inflicted. Thus, a blow delivering 18 points of damage would stun a character for 4 rounds.

If the treant is not otherwise engaged in combat, it will move beside the fallen form and feed upon the blood of the victim. To do this, the treant must remain stationary for 1 round. On the second round, it sprouts 3d4 root-like appendages that snake out and bury themselves in the victim's flesh. These inflict 1 point of damage each and allow the monster to begin feeding on the third round. Starting then, and on each subsequent round, the creature will drain 1d3 points of blood for each root sunk into the victim.

Anyone being drained of blood by the treant is rendered immobile as the coils of roots encircle his body. Individuals so entrapped can only escape the deadly embrace of these vampiric trees with the aid of a third party. In order to end the blood draining, the treant's roots must be cut away. They are treated as armor class 5 and any successful attack will break the tendril. If all of the tendrils are cut, the victim can work his way free in two rounds (one with outside help.) When an undead treant stops feeding, either because it has drained its victim of blood or because all of its tendrils have been severed, it requires a full round to become mobile again. During this time, or whenever it is feeding, all attacks against the creature gain a +2 bonus.

Like other treants, the undead variety are vulnerable to fire. All fire-based attacks gain a +4 bonus on their attack rolls and inflict an extra 2 points per die of damage.

Undead treants are unable to animate other trees, but they are known to employ magic. All undead treants have the spell casting powers of a level 2-6 (2d3) druid. Because of their own vulnerability to flames and fires, however, they will never employ any spells that use any kind of fire. Undead treants require the same verbal and somatic components that other spell casters do, but never need to employ material components unless they are vital to the operation of the spell (a *goodberry*, for example.)

Undead treants are immune to spells like *sleep*, *charm*, or *hold*, as are all undead, but also have several other immunities that set them above the rest of the living dead. Holy water, for example, has no effect on them, and they cannot be turned by priests or paladins. They are also untouched by sunlight and cannot be affected by spells like *control undead* or *control plants*.

Habitat/Society: Undead treants tend to live in small copses of dead trees with no more than four individuals in any given area. Their foul aura permeates the copse around them, making the woods they inhabit dark and evil places.

It is not uncommon for individual undead treants to still be members the evil treant community they once lived in. When this is the case, the undead treant will be treated with the respect due to a powerful leader and will clearly be in command of the others.

Ecology: Undead treants seem to be a natural stage in the life cycle of some evil treants. No doubt this is given as a "reward" for their evil lives by the Dark Powers.

Valpurgeist

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d6
SPECIAL ATTACKS:	Strangulation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8-10)
XP VALUE:	650

The valpurgeist, or *hanged man*, is an undead creature that is sometimes manifested when an innocent man or woman is wrongly hanged for a crime. Unable to prove its innocence in life, the spirit returns after death to claim the lives of those who sent it to the gallows.

Valpurgeists are clearly human in appearance, although they are far from able to pass as normal men. Their necks have clearly been broken, causing the head to hang at an awkward angle and flop about loosely as the creature moves. Further, the skin of the creature has taken on the pallor of the dead and an odor of decay hangs heavy in the air around the thing.

The valpurgeist cannot speak and seems unwilling or unable to listen to the words of others. Attempts at communication that do not involve magic (a *speak with dead* spell, for example) are doomed to failure. Those who do manage to speak with the creature will find that it is wholly obsessed with exacting revenge and destroying those who have wronged it.

Combat: The valpurgeist attacks with its two powerful fists. The essence of darkness that has animated it has given it incredible strength, so that each blow it lands inflicts 1d6 points of damage.

If both of its fists strike the target, it is assumed to have gotten a solid grip on the throat of its victim and will begin to strangle him or her. Escaping from the creature's grip requires a successful roll to bend bars.

Beginning on the round after its vice-like grip has locked onto its victim, the creature automatically inflicts 1d8 points of damage without making another attack roll. Further, the victim must make a saving throw vs. paralysis or fall unconscious from lack of oxygen. Those who do fall unconscious will die on the next round, suffering a crushed windpipe and broken neck, if they are not freed by a third party. The only ways to free a character who is being strangled from the deadly grip of the valpurgeist are to pry the choking hands from their throat (a roll to bend bars is required) or distract the monster from its current victim. The latter method is very difficult, for there is but a 1% chance per point of damage inflicted that the monster will release someone in its grip and attack another character. If it does release its hold, it will always attack the person who distracted it.

Cutting the arms off of the monster will not cause them to release their victim, for their muscles will remain locked and the hands will continue to strangle the character.

Valpurgeists can be turned as if they were ghasts and suffer 1d4 points of damage per vial of holy water splashed on them. They are immune to *sleep*, *charm*, *hold*, and similar spells, but can be affected normally by all spells that are intended for use against undead.

A valpurgeist can be freed of its burden of guilt (and thus allowed to rest in peace) if evidence can be found that will prove the being's innocence in the case for which it was hanged. If the monster's spirit is not appeased in this way, it will return to plague its accusers time and time again, no matter what steps are taken to destroy it or its physical form. Thus, even if the entire body of the valpurgeist is destroyed with acid, it will reassemble itself and begin its quest for vengeance anew. Returning to life after being destroyed requires 2d4 days if the body is intact or twice that if the body is destroyed in some way.

Habitat/Society: Valpurgeists are lonely souls who have felt the cold injustice of a world that would not believe their pleas of innocence. Because of this, they will have no kinship with any living thing in their afterlife.

While the valpurgeist is no more or less intelligent than he was in life, all of his mental faculties are now centered on revenge. Thus, he will work methodically, and often quite shrewdly, to arrange for the demise of those he considers his enemies.

Even the death of all those involved with the creature's trial and execution cannot free the spirit from its agony. Once it has slain all those who wronged it, the creature simply begins to widen the scope of its evil. The only way to free the world of a valpurgeist's cursed presence is to prove its innocence, thus removing the anger that taints its spirit.

Ecology: Like all undead, valpurgeists have no place in the natural world. They are simply products of evil and darkness.

Vampire, Dwarf

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	F
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon (+ Str bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4'tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000 (+1,000 per 100 years of age)

Dwarves are a long lived race with an intense cultural hatred of the undead and their evil work. They regard death as the just rewards of a warrior and the undead would cheat a hero of his glorious end. For this reason, a dwarven vampire is perhaps the most awful of things, for its natural hatred of what it has become leads it to do great acts of evil.

Dwarven vampires, like all vampires, look much as they did in life. They are short and stocky, with long, white or silver beards, and heavy, rounded features. In most cases, they retain the trappings of the profession they held in life; a dwarven vampire who was a warrior would often be found in full armor with a heavy battle axe or war hammer close at hand.

Dwarven vampires retain the knowledge of languages that they had in life. There is no language specific to these creatures save the dwarven tongue that served them before their deaths.

Combat: Dwarven vampires retain the courage and vigor that marked them in life. As such, they are deadly warriors who will often battle opponents for the sheer love of combat. Often, they will wield the weapons they loved in life, doing damage based on the type of weapon employed. Further, their status as undead has greatly magnified their physical power in most cases, so that all dwarven vampires are assumed to have a Strength score of 18/76. This gives them a natural bonus of +2 on all melee attack rolls and +4 on all melee damage. Vampire dwarves retain their natural combat advantage (+1 on all attack rolls) when battling orcs, goblins, hobgoblins, and so forth. Similarly, large creatures (like ogres and trolls) suffer a -4 on their attack rolls against these smaller creatures. This ability exactly matches that presented in the *Player's Handbook*.

The most feared attack mode of these dark creatures, however, is their vitality drain. Each successful unarmed melee attack allows the vampire to drain 2 points of Constitution from its victim. This loss is permanent and will instantly modify the character's hit points and other related scores. Any character reduced to a Constitution score of 0 is instantly slain and will rise again as a vampire (of the appropriate type) in 3 days (see Ecology).

Dwarven vampires have the natural racial abilities of dwarves: detecting grades, slopes, or newly constructed stonework 5 times in 6, detecting sliding or shifting walls or rooms 4 times in 6, and detecting stonework traps (including pits and deadfalls) or determining their approximate depth underground 3 times in 6.

Like their strength, the natural Constitution and inherent magic resistance of these creatures has also been increased by their contact with the negative material plane. While this gives the vampire a +5 bonus on all saving throws vs. wands, rods, staffs, and spells, it also makes it impossible for them to employ magical items. Being undead, of course, poison has no affect on them at all.

Dwarven vampires do not have the natural *charm* ability of human vampires, but are able to strike fear into the hearts of their enemies with but a gaze. In any combat round, the creature may employ this attack on any single foe, requiring them to make a fear check. Failure indicates that they have met the monster's gaze and been filled with supernatural fear and revulsion. Due to the power of this enchantment, the victim suffers a -2 penalty on this check.

While the vampire dwarf had a natural infravision in life, death has rewarded him with a far greater sense of sight. In addition to his normal 60 foot infravision, the vampire dwarf can see in all but absolute darkness as if it were full daylight.

Vampire dwarves are even more resistant to physical and magical attacks than normal vampires. They can be hit only by +2 or better magical weapons, with all others passing harmlessly through them as if they were no more than vapor. Even if struck and harmed by weapons or spells, a vampire dwarf regenerates 4 hit points per round when in any subterranean area. Above ground, they regenerate only 1 point per round. If reduced to zero hit points, a vampire dwarf is not slain. Rather, it is forced to employ its *stone walking* and flee the combat. If it is unable to reach its coffin within 12 turns, the vampire merges with the stone around it and is destroyed. If it does reach its coffin, the foul vampire enters it and, after resting for eight hours, is restored to full health and power.

Holy water has no affect on these creatures, but water of a natural spring burns them for 2d4 points of damage per round. Immersion in a pool of water fed wholly by natural springs will

Vampire

Both the *Monstrous Compendium* and the *RAVENLOFT™ Boxed Set* go into great detail about vampires. The information presented in this overview is intended to compliment, clarify, and enhance the text presented elsewhere.

Vampires in Ravenloft

Of all the dark and evil things that move about in the mists of Ravenloft, none is more feared than the vampire. These creatures can often move freely about in the world of men and, as such, are all the more dreadful. Their unexpected attacks often target the innocent and helpless, leaving little hope that a victim will survive to lead would-be vampire hunters to the monster. All-in-all, they are certainly the darkest of the dark.

Ravenloft is home to many vampires, some of whom are even lords of their own domains. Strahd Von Zarovich, the master of Barovia, is one such creature. His darkness is so great that many believe the land itself to be tied directly to him. This may or may not be true, but the Vistani and Lord Azalin of Darkon certainly seem to believe it. Other vampire lords, like Duke Gundar of Gundarak, are certainly powerful—but none can compare to the might or the evil that is Strahd's.

Becoming a Vampire

As described in the *RAVENLOFT Boxed Set*, there are three ways to become a vampire. Each of these paths to darkness has its own unique character, but the end result is always a creature of unsurpassed evil and power.

The first path, generally known as that of **deadly desire**, is perhaps the most awful. In this case, the individual who is destined to become a vampire actually wishes to cross over and become undead. While it has been said that they must sacrifice their lives to attain this goal, a greater cost is often paid. Those who desire to live eternally and feed on the life essences of their fellow men must give up a portion of their spirits to the Dark Powers themselves. In this way, they are granted the powers of the undead, but also stripped of the last vestiges of their humanity. In the centuries to come, many find this loss too great to bear and seek out their own destruction.

The second path, that of the **curse**, is often the most insidious of the three. In this case, the individual is often unaware that he or she is destined to become a thing of the night. The transformation into "unlife" might occur because of a potent curse laid down by someone who has been wronged by the victim. Occasionally, an individual might find that he or she has inherited (or found) a beautiful and alluring magical ring—only to find that it cannot be removed and that the character is slowly . . . changing. There are those who accept this curse and embrace their new existence as a vampire, while others despise the things they have become. In nearly every case, these are the most passionate and "alive" examples of this evil race.

The final, and surely most tragic, path to vampirism is that of **the victim**. This is the route most commonly taken to vampirism, for it is the way in which those slain by a vampire become vampires themselves. Vampires created in this way almost always detest themselves and the creature that made them what they are. More information on this type of vampire is presented in the next section, which details the relationship of such creatures to their masters. All-in-all, the victims of other vampires are unhappy in their new lives, for few ever accept their fates happily—and many do not have the strength of character to seek an end to their wretched "unlives".

Vampire Masters & Slaves

When a vampire decides to create new slaves, it does so by taking their lives in some special way. For most, it is simply the draining of their life energies or the drinking of their blood. Whatever the end result, if the victim dies from the feeding of the beast, he or she rises again as a vampire. At this point, the victim of the attack is enslaved by the vampire that created it.

The newly created monster seldom has any fraction of its master's power and is thus unable to challenge its master's authority. Further, the master exerts a powerful form of *charm* over its subjects that prevents them from acting to destroy it. This does not, however, mean that the vampire's minions cannot act to undermine the vampire's plans in minor ways, only that they must do as they are ordered by their lord. Unlike the limitations of a traditional *charm*, the vampire's power enables him to order his slaves to destroy their loved ones or act against their own self interest without resistance.

Vampire Companions

As the years pass, vampires often find that their greatest enemies are not would-be heroes, but time and boredom. The immortality they may once have craved now looks like a bleak and endless chain of suffering that they must wear eternally. To ease their misery, many vampires seek out a special companion. The most commonly encountered form of this is regarded, by those unfamiliar with the depth of the bond to be established, in the same way that they might look upon any normal person taking a wife or husband. In truth, there is far more to this process.

The process of vampiric bonding is as murky as the fog that often shrouds the vampire's movement. When the vampire decides to take a companion, it generally (although not always) seeks out an individual of the opposite sex that reminds them of someone they loved in life. The vampire repeatedly visits the victim, feeding on them until they are at the point of death. At the last, when all hope seems lost, the vampire draws away the last vestiges of the companion's life and infuses them with its own energies. The process is both traumatic and passionate, for this mingling of essences is far more intimate than any purely physical act of love.

When the bonding is completed, both the vampire and its victim are exhausted and all but helpless for upwards of an hour. At the end of that time, the victim has become a vampire.

While the newly created companion is as much a slave of its master as any vampire spawned from an act of violence, there is something special about it. The companion shares a special metaphysical link with its master. Both can experience the other's senses at certain times of day or under the influence of certain charms and enchantments. In many cases, this bond is fleeting and exists only briefly, at dawn and dusk for example, while for others it is a continuous exchange that cannot be broken without the death of one or the other. In many cases, a vampire's companion also has the ability to command its master's slaves, so long as no action is ordered that would place them in direct confrontation with their creator.

From the point of their bonding on, the two vampires are utterly loyal to each other. While the master might willingly sacrifice its other minions as pawns, it will protect its companion as if it were a king or queen. Likewise, the companion will take no action against its master and will do all that it can to protect him or her from harm. Both will even give up their own lives to save that of their companion. In fact, the bond between the two is so intense that if the master is slain, its companion retains the ability to command its slaves as if he or she were the vampire that had created them.

utterly destroy the vampire when it reaches zero hit points. Holy symbols will keep the creature at bay, although they will do no damage to it (even if pressed against the vampire's flesh).

Like all other vampires, these creatures are immune to all manner of mind-affecting spells. These include, but are not limited to, *sleep*, *charm*, and *hold*. As undead things, they are immune to any type of poisons or toxins and cannot be suffocated or drowned. Spells that do damage with cold or electricity do only half damage to the monster, but those employing fire have their normal effect. Unlike most other vampires, dwarven vampires are not harmed by sunlight. They are unable to regenerate when in full sunlight, however, and will go to great lengths to avoid entering it, for they find it painfully bright.

Dwarven vampires cannot assume the forms of wolves or bats as some other vampires can, but are able to summon any form of burrowing or subterranean creature to their aid. When they opt to do this, 10-100 (10d10) hit dice worth of such animals will arrive within 2-12 rounds. The exact type of animals called depends on the area in which the vampire is encountered, but each vampire has its favorite type of animal.

Vampire dwarves have the ability to *stonewalk* at will. With this power, they are able to enter and walk through any thickness of stone or earth as if it were nothing more than air. It is not unknown for a vampire dwarf to lurk just beneath the surface of the earth and then spring up to attack those walking above it. The vampire can extend the magical aura of this power to allow it to bring any object it can carry with it when it *stonewalks*. Thus, a dwarven vampire could grab a victim and then employ its *stonewalking* power to sink straight into the earth and escape anyone in pursuit. A dwarven vampire hit with a *dispel magic* spell is unable to *stonewalk* for 2d4 rounds or until they are reduced to zero hit points and forced into a *stonewalking* state. If a character manages to attack the dwarven vampire while it is employing this power, there is no change to the creature's natural defenses or vulnerabilities.

Dwarven vampires cannot cross a line of powdered metal (even if they are *stonewalking*). They can take action to indirectly break the line, summoning rats to scamper through it, for example, but the dwarven vampire may never directly affect it. If there is even the slightest break in the line, however, the vampire can move past it with ease.

Dwarven vampires are unable to enter a structure that is not made in some part of stone or earth. Thus, a yeoman's home in the woods built wholly of logs would offer complete protection from the intrusions of a dwarven vampire while a mighty stone castle could be entered with ease.

Dwarven vampires can be turned as if they were normal vampires. As the years pass, however, and their contact with the negative material plane strengthens and, when combined with their own natural resistance to all manner of magics, they become harder and harder to turn away. The most powerful and ancient of these creatures are reported to be almost impossible to drive away, no matter how strong the faith of the turning priest may be.

Killing a vampire dwarf is a difficult proposition at best. The most sure way of ending the creature's dark unlife is to impale it through the heart on a natural stalactite or stalagmite. The body of the vampire can either be forced onto the stone or the stone driven through the body of the creature. Once the vampire has been killed in this way, however, it can be revived simply by removing the impaling object. In order to assure that the creature remains dead, its heart must be cut out, soaked in oil for 3 days, and then set alight. When the last flames of the fire have faded away, so too has the essence of the vampire.

Habitat/Society: Dwarven vampires seek out the deepest and darkest of subterranean lairs. They shun all contact with their kind, perhaps out of disgust or embarrassment over what has become of them. The only time they will seek out other dwarves is when they wish to create a vampire companion or are in need of slaves for some evil deed.

Dwarven vampires are the most introverted of all the racial vampire types. They tend to keep to themselves and do not seek to amass power as do human vampires. This does not, however, mean that they will become utterly isolated, however, for they are drawn to feed on the essences of the living.

Age	HD	Save	To Hit	Fear	Turn
0-99	10+3	+5	+2	-2	Vampire
100-199	11+3	+5	+2	-2	Vampire
200-299	12+3	+5	+3	-3	Ghost
300-399	13+2	+6	+3	-4	Ghost
400-499	14+1	+6	+3	-5	Lich
500+	15	+7	+4	-5	Special

HD indicates the number of Hit Dice that the vampire has at a given age.

Save shows the bonus to the vampires saving throws versus wands, rods, staffs, and spells.

To Hit indicates the magical plus that must be associated with a weapon before it can harm the vampire.

Fear indicates the penalty that is applied to the fear check of those targets being attacked by the vampire's gaze attack.

Turn indicates the row on the Turning Undead table that is consulted for attempts to drive away these monsters.

Ecology: The dwarven vampire is a thing of darkness and evil that has no place in the natural world. It moves about, spreading death and suffering, in an attempt to ease the misery it feels over having been doomed to an eternal life that it detests.

Those dwarves that fall prey to the undead will often become themselves undead. Three days after any character dies from the vampire's vitality draining, they will rise again if certain conditions are met. First, and most importantly, the victim must have been a dwarf. Vampire dwarves who kill elves or humans will not create new vampires, for only their own kind can be brought back to unlife by them. Further, the body must be intact. Second, the body must be placed in a stone coffin or sarcophagus and then entombed in some subterranean place. A typical burial service will meet this requirement, while placement in a crypt on the surface will not. Finally, the dwarven vampire must visit the body of its victim on the third night after burial and sprinkle the body with powdered metals. As soon as this is done, the new vampire is born. As with all vampires, it is now a slave to its creator.

Because they realize the torment that transformation into a vampire causes to dwarves, the vampire dwarf is reluctant to create others of its kind. Thus, it does this only when it feels that it need minions to help it carry out its acts of evil.

In many cases, the vampire will kill its minions after they have served it for a few months, freeing them from the suffering that it must endure. Such kindness and compassion seems out of place for these creatures, but many scholars believe that they still retain the last vestiges of their love for other dwarves and cannot bear to spread their suffering to others of their proud race. In most cases, the free-willed dwarven vampires of Ravenloft were created by masters who were slain before they could destroy their minions, leaving their creations to suffer in their place.

Vampire, Elf

CLIMATE/TERRAIN:	Non-arctic forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	F
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	7+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon (+ Str bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall)
MORALE:	Champion (15-16)
XP VALUE:	3,000 (+1,000 per 100 years of age)

The elvish vampire is a tragic creature indeed, for when someone from a race that so loves life and goodness turns to evil and death, the world has lost much. The evil that lurks within the elven vampire is so overwhelming that it forces the creature to transform the vital, living forests around him into places of death and decay.

Unlike all other types of vampire, the elvish variety cannot move among others of its kind freely. The evil that has twisted the creature's spirit has also wrought havoc on its fair features. Thus, elvish vampires appear as twisted and scarred mockeries of this beautiful and graceful race. Because of this, they often dress in dark robes and wear garments designed to hide their appearance from the world.

Elven vampires tend to speak their own language and a handful of others—whatever they had learned in life. It is rumored (and there is much evidence to support this) that they can converse with the animals of the forest and learn from them all that is occurring in their realms.

Combat: When they engage in melee combat, elvish vampires are very dangerous opponents. While they do not have the same physical power that vampires of other types might possess, their Strength score of 18/01 is still enough to merit a +1 on all attack rolls and a +3 on all damage rolls. They will often employ weapons in combat, favoring swords and daggers above all other weapons.

Elvish vampires retain the knowledge they had in life, including their racial, class, and magical abilities. Thus, all elvish vampires have an extra +1 bonus on attack rolls made with long swords or bows, can move silently when not in metal armor, and see fully 60 feet with keen infravision. Further, they remain able to detect secret and concealed doors with great skill and often employ this power to gain entrance into places where their prey might be hiding.

Elvish vampires are also master archers, and will employ all manner of bows in combat. Their undead status removes from them the disrupting effects of breathing, muscle fatigue, and heart beats and allows the vampire a +4 bonus on all missile fire attack rolls. The arrows these foul creatures employ are almost always carved from the bones of living, intelligent creatures and may (20% chance) be magical in some way.

Elvish vampires feed by drawing the vital, creative energies out of their prey. Any successful unarmed melee attack allows the vampire to drain 2 Charisma points from its victim. The resulting lack of vibrancy and personal leadership ability is also accompanied by a wicked-looking scar that will never leave the body of the victim. A victim of several blows from such a creature may well become so horribly scarred as to be unrecognizable to all but his closest friends. Any elf or half-elf who dies from the vampire's essence draining attack will become a vampire as described in Ecology.

Those who see the scared and twisted face of an elvish vampire must save vs. paralysis or be unable to move until 1d4 rounds after they have lost sight of the vampire. If the saving throw attempt results in a natural die roll of "1," the character is instantly stricken dead. Those who die in this way will not become vampires and may be resurrected normally.

Elven vampires can be struck only by +1 or better magical weapons. All lesser arms will not bite into the creature, but will pass through it as though the monster were not there. Even those weapons that harm the vampire may not be strong enough to destroy it, for the creature regenerates 2 hit points per combat round.

All manner of *sleep*, *charm*, *hold*, or similar magical spells will not affect the vampire. Likewise, the creature cannot be harmed by poisons, toxins, or diseases for it is no longer a living thing. Magical spells that inflict damage with fire or cold will do only half damage to the vampire, but those employing lightning or electricity will do full damage.

A vampire driven to zero hit points is not destroyed, but is forced to flee the combat at once by using its *transport via plants* ability (see below) to enter a nearby plant and escape its enemies. If the vampire cannot do this within 2 combat rounds, its body will crumble into dust and will be forever destroyed.

At will, the elvish vampire can make use of a power almost identical to the *transport via plants* spell. With this power, the vampire may simply walk into any man-sized or larger plant and walk out of another plant (of the same type) anywhere else in the world. In Ravenloft, it cannot use this power to cross domain

borders or leave the demiplane itself. As soon as the vampire has used this power, both of the plants involved are killed. Within a week, they will lose all of their leaves and begin to dry out. Within a month, they will be fragile and unsafe to climb, finally collapsing or crumbling under their own weight. Unlike the *transport via plants* spell, the vampire's ability has no chance of error. Otherwise, the spell works just as described in the *Player's Handbook*.

An elvish vampire may, at will, assume the form of a wild eagle. In this guise, it retains all of its natural vampiric powers, immunities, and vulnerabilities, but has the characteristics listed for such creatures in the *Monstrous Compendium*. Once per week it may take on the form of a giant eagle, again conforming to the statistics presented in the *Monstrous Compendium*.

Elven vampires can command the creatures of the forest to come to their aid when they are in peril. As a rule, they will call upon wolves (3d6), birds of prey (5d6), or small mammals like badgers, porcupines, or the like (6d6). In all cases, these animals arrive within 1d6 turns and will remain with the vampire until dismissed.

Elvish vampires have a number of natural abilities that make them very dangerous in their natural environment. At will, they can *pass without trace* or become *invisible to animals*. They seldom use the latter power, however, for they can command any creature of the forest to obey them, as described above. Thrice per day they may employ the following spell-like abilities: *entangle, warp wood, snare, spike growth,* and *anti-animal shell*. Once per day they may create a *wall of thorns*, change *sticks to snakes*, or manifest a *giant insect*.

Sunlight does not harm the elvish vampire. In fact, they live their unlives by day and shun the night. As soon as the sun falls behind the horizon, the elvish vampire must be in his coffin. Each round that the monster lingers outside after sunset inflicts 1d4 points of damage, ultimately killing the creature. An elven vampire that dies in this manner is forever dead.

The cruelest card that fate has dealt the elvish vampire is that of its *black thumb*. Any plant that the creature touches withers and dies. In small plants, like flowers, this effect is instantaneous. In larger plants, like shrubs or hedges, it takes about a day for the plant's death to become obvious. The largest of plants, trees and such, will take over a week to die, during which time the elf feels the agony they are experiencing. This curse does not travel through clothing, so elvish vampires wearing boots do not leave a trail of dead footprints in the grass they walk through. They can also handle flowers if they wear gloves. The intimate relationship that the elf had with living things when he was alive, however, has been shattered and this is a psychological blow that drives many elvish vampires over the brink of madness when they are first created.

Although the powers of the elvish vampire are many and varied, they are not without weaknesses. Like all vampires, they can be turned by priests or paladins with the courage to do so. In fact, the elven vampire's link to the negative material plane is not as strong as those of other vampires, causing it to be turned as if it were a spectre instead of a vampire.

Elvish vampires can travel beneath the earth's surface only at great physical risk to themselves. For each round spent in such a setting, the creature must suffer 1d4 points of damage (as if it were moving about after nightfall). Further, the creature cannot regenerate or employ any of its magical abilities when underground. If the vampire dies or is reduced to zero hit points while underground, it is destroyed.

An elven vampire is unaffected by holy water, but can be burned by contact with sap from any deciduous tree. If the sap is fresh (drawn within the last 6 hours) it may be smeared on the vampire with a successful attack roll. As soon as it hits the creature's skin, it causes the vampire extreme pain and inflicts 2d4 points of damage.

Elven vampires cannot be held at bay by mirrors, holy symbols, or garlic, but cannot cross an a line of flower petals. The petals must be fairly fresh—plucked from their plants within the last 24 hours—and the line must be unbroken in order for this defense to be effective. The vampire cannot take direct action to break the line of petals, but can command some animal or other servant to break the line for him.

Destroying an elvish vampire is as difficult as destroying any other vampire, for they are crafty and deadly foes. The surest way to accomplish this feat, however, is to impale the creature with a charcoal stake. In order to be effective, the stake must be driven through the creature's heart with a single blow from a wooden mallet. If the vampire is incapacitated in some way, this does not normally present a problem, but in combat it is almost impossible to accomplish.

While a charcoal stake through the heart will kill the creature, it sill rise again as soon as the stake is removed unless the vampire's head is cut off and burned in a fire made of flowers and flowering shrubs. In order to completely destroy the skull and brain, which is vital to the destruction of the vampire, the fire must burn for no less than 24 hours.

Habitat/Society: Elvish vampires despise the living world that they have left behind. The sight of thriving woods and blooming flowers that once thrilled them has now been replaced by a hatred of all that is vital and fair. The areas they inhabit reflect this, for they will always be groves or forests with diseased trees, dying plants, and infertile soil. No attempt to raise crops or cultivate the land near an elven vampire's lair will be tolerated by the creature.

As time goes by, elvish vampires can become even more powerful than they are initially. The following table list the modifications associated with the aging of the monster.

Age	HD	To Hit	Bows	Resistance
0-99	7+3	+1	+4	0%
100-199	8+2	+1	+4	5%
200-299	9+1	+1	+5	5%
300-399	10	+2	+5	10%
400-499	11	+2	+6	15%
500+	12	+3	+6	25%

HD is the number of Hit Dice that a vampire has at any given age.

To Hit indicates the magical plus that must be associated with a weapon in order for it to harm the vampire.

Bows lists the attack roll bonus that the creature gains when it is employing any form of non-crossbow.

Resistance lists the magic resistance that the vampire acquires as time goes by.

Ecology: Like all undead, the elven vampire is not a part of the living world. It has no place in the land of the living and, knowing this, seeks to corrupt or destroy all that it encounters. Because of this, even the dreaded Drow fear these creatures greatly.

Any elf or half-elf who falls to the essence draining attack of an elven vampire will rise again as an elven vampire so long as the body is intact after three days. If the body has been destroyed or mutilated, the transformation is averted, and the dead character may rest in peace. However, any attempt to revive the slain character (with a *resurrection* spell, for example) has a flat 50% chance of transforming the character into a vampire once the spell is cast.

Vampire, Gnome

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	I
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3-4' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000 (+1,000 per 100 years of age)

While the race of gnomes is little understood by many surface dwellers, the deadly breed of vampire that these creatures spawn are even more alien. Moving about far beneath the world's surface, they are seldom encountered by humans or other demi-humans. When they are found, however, they are terrible foes indeed.

Gnomish vampires are shorter and slighter of build than dwarvish vampires. Unlike other undead, however, the passage of time is visible in the features of a gnomish vampire. Thus, their features are grooved and worn, showing the full burden of the years that have passed them by.

Gnomish vampires are still able to understand the languages they spoke in life, but are unable to speak themselves. There is no known reason for this curse of silence, save that it robs them of the ability to joke and sing that they so loved in life. Because of this, most communications with gnomish vampires require written messages.

Combat: Physical combat with any form of vampire is dangerous indeed. When the opponent is a gnomish vampire, however, the penalty for defeat may be a horrible life as a helpless cripple.

The gnomish vampire gains no bonus for strength in combat, for its ties to the negative material plane have not infused it with great physical power. Thus, an unarmed blow from the creature will inflict but 1d4 points of damage. Because their hand-to-hand attack is so ineffective, they will often employ flails or other weapons in combat.

While the hand-to-hand blows of gnomish vampires are weak, however, they are not without a powerful debilitating affect. Those struck by such attacks will begin to feel the painful arthritic attack of the creature instantly, for each successful attack drains 2 points of Dexterity from the victim. The result is a painful stiffness in the joints and muscles that can, if the victim suffers several attacks, be crippling or even fatal. Those reduced to a Dexterity score of 0 will be slain as the creeping paralysis spreads through their lungs and heart, making it impossible for them to survive. Gnomes who die in this fashion may themselves become undead (see **Ecology**) if steps are not taken to prevent this foul transformation.

The gnomish vampire is able to add a +1 bonus to its attack rolls against creatures such as kobolds or goblins. Similarly, creatures like ogres, trolls, and bugbears are unable to effectively battle such an agile creature, suffering a -4 on their attack rolls.

The natural 60' infravision of living gnomes still exists in their vampiric form, but is augmented by their dark nature. Like dwarven vampires, they are able to see in even the dimmest of lighting as if it were full daylight.

Once per turn, the gnomish vampire may twist its features into a horrible smile. Those who look upon the gnome at this time must save versus spells or begin to laugh. The effects of this grin are the same as those of a *Tasha's uncontrollable hideous laughter* spell, save that the duration doubled and the character suffers 1d4 points of damage per round that they are laughing. As the vampire ages, this power becomes even more horrible, inflicting greater damage and becoming harder to save against.

Gnomish vampires can be hit only by metal weapons, and then only by those that are magical and have a +1 or better enchantment. Non-metal magical weapons are utterly useless against the creature. Gnomes also have the traditional vampiric immunity to such spells as *charm*, *sleep*, or *hold* and cannot be harmed by poisons or disease. They are immune to the effects of all spells from the illusion/phantasm school and take only half damage from magical attacks that depend on lightning, cold, or fire.

Gnomish vampires that are driven to zero hit points by spells or weapons are not destroyed. Rather, they are driven into their *spectral form* (see below) and forced to flee from combat. While in this form they must fly as quickly as possible to the cavern that holds their sarcophagus. If they are unable to reach their final resting place within 12 rounds, they will break up and be utterly destroyed.

Gnomish vampires have the ability to assume a *spectral form*. In this guise, they appear to be nothing more than sphere of light—much like a will o'wisp. While in this glowing shape, the creature can pass through solid stone walls or similar barricades. They cannot, however, pass through any living or once living material in this shape, so a wooden wall is impassible to them.

Gnomish vampires are unable to change their shapes as some other undead creatures can. Still, they are not unable to disguise

themselves when the need arises, for they can cast a *change self* spell at will and may maintain the deception provided by this spell for an unlimited period of time.

When they wish to, gnomish vampires are able to command any animal they encounter. They cannot, however, summon such creatures to them and must rely on those that chance brings to them. Once they have commanded a specific creature to do their bidding, it will remain with them for 2d4 days before moving on.

Gnomish vampires can employ an ability similar to that of the *spider climb* spell. This power, however, only permits them to scale surfaces built of stone or earth and they are unable to cling to those surfaces made of wood or other substances. This power can be invoked at will.

The creature retains the special abilities that it had in life, just as all other types of vampires do. Thus, they are able to employ all of their class and magical abilities long after they have become undead.

Like dwarven vampires, these creatures are unusually resistant to magic. Any saving throw they are required to make versus spells, rods, wands, or staves is made at a +5 bonus. As the creature ages, it will become even more resistant to magic as described in **Habitat/Society** below. Because of this, gnomish vampires are greatly hindered when they attempt to employ magical devices. Whenever they seek to use such items, there is a 35% chance that the device will malfunction. This does not apply to weapons, armors, shields, or those items that duplicate the effects of illusionist spells. If the creature was a thief in life, it can also employ those devices used by such characters without penalty.

The natural familiarity of these creatures with the underground environment gives them many special abilities in life, and all of these are manifested in the creature after death. Thus, the gnome can determine approximate directions when underground 3 times in 6, sense their approximate depth underground 4 times in 6, detect slopes or grades 5 times in 6, and detect unsafe walls or floors 7 times in 10.

Gnomish vampires can be held at bay in several ways. They cannot turn away from any *jewel* (see **Gems** in the *Dungeon Master's Guide*) that is presented to them for 2d4 rounds. If they are attacked during that time, they are freed of this enchantment and can act normally. Similarly, they can be turned aside by priests or paladins who present a holy symbol strongly to them. As they grow older, though, it becomes harder and harder to turn them in this fashion.

Gnomish vampires can be burned by holy water or contact with holy symbols, but suffer only 1d4 points of damage per vial splashed upon them or successful attack roll. They cannot approach someone who displays a holy symbol and has strong convictions about the validity of their beliefs, but neither are they driven away from such persons.

The surest way to destroy a gnomish vampire is to impale it on a spike made of purest silver and enchanted with a *bless* spell. As soon as the spike is driven into the body of the creature, its material form is destroyed and it will collapse dead. While the creature is truly lifeless at this point, it can be revived simply by removing the spike. In order to assure that they creature remains dead a number of things must be done. First, the hands must be cut from the corpse and boiled in a natural volcanic hot spring for 24 hours. Second, the body must be placed in a wooden casket that will be sealed at the end of the destruction process. Lastly, when the body lies in the coffin, its eyes must be removed and replaced with precious gems. Stones of higher quality may be used, but those of lesser value will allow the creature to be revived. Finally, the lid of the casket is hammered into place and the nightmare is ended.

Daylight is devastating to these creatures, destroying them utterly and instantly when it falls upon them. Magical spells that duplicate sunlight, even those that normally harm undead, do not affect these creatures however, for their natural magical resistance protects them from such things.

Habitat/Society: The gnomish vampire lives in the deepest of caverns, hiding like a hermit from all surface dwellers. Where they were charismatic and mischievous in life, now they are dour and reclusive. They only seek out others when they need to feed and will gladly prey on the energies of any human, demihuman, or humanoid they encounter.

As gnomish vampires age, they become more dangerous and more powerful. Very old vampires are, of course, among the most deadly beings found in Ravenloft or any other realm.

Age	HD	Laughter	To Hit	Saves	Turn
0-99	6+3	-0/1d4	+1	+5	Vampire
100-199	7+3	-1/1d6	+1	+5	Vampire
200-299	8+3	-2/1d8	+1	+6	Ghost
300-399	9+3	-3/1d8	+2	+6	Ghost
400-499	10+2	-4/1d10	+2	+7	Lich
500+	11+2	-5/1d10	+3	+8	Special

HD indicates the number of Hit Dice that the creature has at any given age.

Laughter lists the saving throw modifiers and the damage inflicted by its deadly grin.

To Hit is the minimum magical plus that must be associated with a metal weapon. Non-metal weapons cannot harm the vampire regardless of its age.

Saves indicates the modifier to the creature's saving throws versus spells, rods, staffs, or wands.

Turn shows the row on the Turning Undead table that is consulted when a priest or paladin attempts to drive away the creature with a holy symbol.

Ecology: The gnomish vampire sustains itself by drawing the youthful vigor from the bodies of those it touches. While this resembles the aging attack of a ghost, it is not truly the same, for the person is not actually aged, their body is just robbed of its youthful vitality. While the difference is fine, it is important; many believe that the vampire's attack is far worse than that of the ghost.

Gnomish vampires seldom create others of their kind. When they opt to do so, however, the process is not without risk. The vampire must first slay a victim with its debilitating touch and then move the body to the sarcophagus in which the vampire itself sleeps. For the next three days, the body must lie in the coffin while the vampire rests atop it, allowing its essences to seep slowly into the evolving vampire. At the end of this time, the slain gnome rises as a fully functioning vampire, completely under the control of its creator. While the gnome vampire rests atop its coffin, it is unable to regenerate any lost hit points or employ any of its spell-like abilities. Thus, the creature is far more vulnerable to attack at this time than it normally might be. In addition, it cannot interrupt the creation process once it has begun or both the would-be vampire and its creator will die.

Vampire, Halfling

CLIMATE/TERRAIN:	Temperate woodlands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4-5' tall)
MORALE:	Steady (11-12)
XP VALUE:	3,000

Few races enjoy life and the basic comforts of a quiet, peaceful existence more than the halflings. Thus, when one of these fine creatures is driven into a life of evil by the preying of some sinister vampire, the world suffers a great loss.

The halfling vampire has the same physical characteristics that living halflings do: being slightly plump, standing only about four feet high, and being marked by a florid complexion and tufts of hair on the backs of their hands and tops of their feet. They tend to dress in dark clothes, however, shunning the happy and colorful garb of their living kin.

The halfling vampire is most often familiar with half a dozen or so languages (including their native tongue). Nearly all of them spoke common in life (and thus retain that knowledge in death) as well as the elvish, dwarvish, and gnomish languages.

Combat: The strength of a halfling vampire is not exceptional as it is for most other vampire races. Thus, they gain no additional bonus to their melee attack or damage rolls. They do employ melee weapons frequently, favoring the short sword, dagger, and similar small weapons. Should the halfling vampire elect to strike without benefit of physical arms, it inflicts but 1d4 points of damage. While this is not greatly threatening in itself, the vampire's strong connection with the negative material plane allows him to drain a portion of the victim's life energy with each successful attack. Thus, any character hit by the vampire suffers the required damage and instantly loses 1 point of Strength and 1 point of Constitution. The resulting loss in hit points, combat ability, and so forth is calculated immediately. Those halflings who die from this life draining attack will become vampires themselves, as described in the **Habitat/Society** below.

The halfling vampire is able to radiate an aura that affects all persons within 20 yards. Any creature that comes within this distance while the vampire is radiating its aura must save vs. spells or become *fatigued* Those who make their save are unaffected and will remain so for the duration of the encounter. If they meet the vampire again, however, a new save will be required to resist this enchantment. Those who fail their saving throw will be overcome with a feeling of lassitude and torpor. This state lasts for 1d6 rounds, during which time they attack with a -4 penalty, inflict half damage with all weapons, and are unable to summon the mental stamina required to cast spells or make proficiency checks. As the vampire ages, the duration of its terrible lethargy aura becomes greater, although its effects remain largely the same.

The natural resistance to magic of all halflings, coupled with the increased immunity to spells of the undead, makes attacking the halfling vampire very difficult. Any weapon of less than +2 enchantment cannot harm the creature, passing harmlessly through the vampire. As the vampire ages, it becomes harder and harder to strike.

Halfling vampires retain all natural abilities of halflings in their undead state. Thus, they have an improved saving throw against all magical spells, rods, staffs, or wands employed against them. This begins at +5, but improves with the passing of time until the vampire is almost impossible to destroy with such attacks. Similarly, they retain their natural affinity for thrown weapons, gaining a +1 on all attack rolls made with them. Halfling vampires are still able to move silently (as an elf) in their afterlife, allowing them to sneak up on opponents with ease. These undead can always employ the backstabbing ability of a 1st level thief; vampires who were thieves in life may have better backstabbing abilities.

All halfling vampires have infravision out to 60 feet, regardless of their racial stock or infravision ability in life. Further, they all have the ability (75% chance) to tell whether a passage has any natural grade or slope to it , no matter how minor the slope might be. They also have a 50% chance of determining directions (north, south, etc.) when underground.

The vampire is immune to all manner of *sleep, charm, hold,* or other mind-affecting spells. Further, it is immune to all manner of poisons, toxins, or diseases and has no need to breathe. Spells based on lightning or fire inflict only half damage to the halfling vampire, while those based on cold have their full effect.

If the vampire is reduced to zero hit points, either by magical spells or physical attack, but is not properly destroyed (as dictated below), it is not slain. Rather, it is forced to assume its *smoking form* and flee from the combat. If it is unable to return to its coffin within 12 rounds of this forced transformation, its

smoking form breaks up and it is forever destroyed.

At will, the halfling vampire can transform itself into any manner of small woodland mammal. While in this form, the vampire takes on all of that creature's abilities and senses, but retains its own immunity to spells or non-magical weapons, intelligence, and similar powers. The most commonly employed forms are those of badgers, beavers, skunks, and similar animals.

Just as halfling vampires can assume the shape of woodland mammals, so too can they command them. Within 2d6 rounds after the vampire issues its mental summons, 10-60 Hit Dice worth of such creatures will arrive to do its bidding. These animals will remain throughout the night on which they were summoned, returning to their homes with the coming of the dawn.

In addition to its natural animal guises, the vampire can transform itself into a *smoking form* at will. In this state, it appears as a drifting cloud of smoke such as might be made by a small campfire or burning pipe. It radiates a familiar and pleasing odor, one that will remind those within 10 yards of pipeweed and a comfortable inn. In this state, the vampire is immune to all damage from melee attacks and suffers no injury from magical spells. Even the smallest opening, a key hole or cracked pane of glass, for example, will allow a halfling vampire in this shape to pass through.

Halfling vampires have the ability to *create food and drink* up to 3 times per day. When they invoke this power, the food they create is always of the highest quality and certain to please even the most discriminating palate. In addition, they can cast a *purify food and drink* or *putrefy food and drink* at will, often using the former powers to lure others into a sense of security and safety that makes the victims more vulnerable to attack.

Despite its great power, the halfling vampire is not without weaknesses of its own. It cannot, for example, stand the odor of a smoking pipe, for such things remind it of the physical pleasures that it has left behind. While the aroma of burning pipeweed will not drive the vampire away, it does prevent the creature from coming within 20 yards of the smoker until the offending device is removed. Similarly, the vampire cannot enter any room where a fire is burning in the hearth. Again, the association with the halfling's past life is too strong for the creature to bear, and it will turn away from such memories. In both cases, the vampire can take no action to directly counter the offending items. The vampire may, however, instruct one of its minions to enter the room and extinguish the pipe or smother the fire, allowing the undead creature can come freely into the chamber.

Halfling vampires can be held at bay by anyone who presents a lawful good holy symbol to them strongly and with conviction. As with the pipe, this does not drive them away, but does keep them from approaching a character so equipped. Holy water or lawful good holy symbols that touch the vampire's flesh will inflict the same damage that they do to human vampires (1d6+1 points), burning the creature's flesh. Halfling vampires can be turned normally.

Halfling vampires regenerate damage very quickly. Each combat round they regain 2 hit points of damage. If they are standing in the light of the moon, this is increased to 3 points of damage. If the moon is a full moon, this is further improved to 4 points of damage.

Falling rain is deadly to the halfling vampire, for it is nature's way of driving away taints from the atmosphere and revitalizing all living creatures. Damage is based on the severity of the weather and the time of exposure. A vampire destroyed by rainfall is forever dead.

Severity of Rain	Damage per Round
Light	1d6
Heavy	1d8
Torrential	1d10

Snow does not harm the vampire as rain does, but they are loathe to move into a cold climate and, thus, seldom encounter it.

Just as halfling vampires can be held off by the presence of a burning hearth, so too can they be destroyed by it. The surest way to destroy a vampire of this type is to impale him with a piece of wood that burns with a hearth's fire. The wood must be ignited directly from the hearth itself and not from a fire transferred to it via some third item. This "weapon" must be employed within 12 rounds to be effective. Not all of the wood need be ablaze, but the part driven into the vampire must be burning for the attack to have its desired effect.

Although the vampire is instantly slain by this attack, the creature can be revived simply by removing the wooden stake from its body. In order to complete the destruction of the being, the creature's hands and feet must be cut off and cast into a hearth fire. If the fire is maintained for three hours, the rest of the vampire's body will smolder away into smoke and dissipate, never to rise again.

Sunlight is very dangerous to halfling vampire, as it is to most such creatures, and can destroy them. Each round that a halfling vampire is exposed to the direct rays of the sun, it suffers 3d6 points of damage and is filled with such pain that it can neither attack nor defend itself. Further, it cannot transform into any of its other shapes until it removes itself from the direct light of the sun. Magical spells that imitate the light of the sun, such as *continual light*, will not harm the creature, but sources like a *sunblade* will have the sunlight affect.

Habitat/Society: Halfling vampires shun the comforts of physical life that were so dear to them before their transformations. They live in dark and dreary places that do not serve to remind them of the happiness they have left behind. Their loss of happiness and contentment has led them to despise all those who are able to curl up before a crackling fire with a good story and a mug of ale, driving them to do what they can to shatter the complacent lives of other halfling whenever they can.

As with other demihuman vampires, halfling vampires become more powerful with age, as represented by the table below.

Age	HD	Save	To Hit	Aura
0-99	6+3	+5	+2	-0
100-199	7+3	+5	+2	-1
200-299	8+2	+6	+2	-2
300-399	9+2	+6	+3	-3
400-499	10+1	+7	+3	-4
500+	11+1	+8	+3	-5

HD indicates the creature's Hit Dice as it ages.

Save shows the bonus to the creature's saves when attacked with spells, rods, staves, or wands.

To Hit indicates the magical bonus that must be associated with the weapon to enable it to affect the vampire.

Aura is the penalty to applied to the saving throws of those caught in the vampire's *fatigue aura*.

Ecology: The halfling vampire has no place in the natural world, a fact demonstrated by its aversion to rain and the earthly purity it represents.

The vampire can make more of its kind only by slaying other halflings with its energy-sapping attack. In order to create a new vampire, the halfling need do nothing more than keep the body of its victim intact for 7 days after death and a new vampire will be created.

Vampire, Kender

CLIMATE/TERRAIN:	Sithicus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3-4'tall)
MORALE:	Elite (13-14)
XP VALUE:	4,000

From the dark land of Sithicus comes word of a breed of vampire only recently released on the demiplane of Ravenloft: the kender vampire. While not truly the equal of the other species of vampire, these monsters are no less evil.

Kender vampires retain the same general physical properties that they did in life. Thus, they stand somewhat under four feet in height and are very slightly built. Their eyes and ears give them an impish, elven look, and their slender bodies are finely muscled, like those of gymnasts. Upon closer examination, however, the foul corruption of the undead is obvious. The skin is pale and withered, stretched tight across the bones in a manner similar to that found on mummified corpses. The teeth are long and sharp, giving the face a feral look that cannot be easily forgotten. The fingers have been reduced to little more than bones with a thin covering of flesh, and their nails have stretched into claws.

Kender vampire are able to speak only in hissing whispers. Since it is clearly quite painful for them to talk, however, they seldom do so. Their knowledge of languages seems unchanged from what it was in life, however, so they often understand a small number of other tongues.

Combat: The kender vampire moves slowly and stiffly when it attacks. Thus, the great agility and dexterity that served it so well in life have been lost in its transition to darkness. Because of this, kender vampires always act last in any combat round and never surprise their opponents. The loss of agility is somewhat compensated for by an increased physical strength and the growth of dangerous claws. Thus, they are able to inflict 1d6 points of damage in any hand-to-hand attack.

Kender vampires often use the hoopak, a combination staff-sling and bo staff. When employed as a sling, it enables the creature to hurl stones that inflict 1d4+1 points of damage to small or man-sized opponents and 1d6+1 points to larger foes. If used as a bo staff, it causes 1d4 points of damage to man-sized or smaller foes and 1d6 points of damage to larger ones.

Anyone struck by the claws of the kender vampire feels far more than the pain of a physical wound. Their attacks reach beyond the mortal body of their victim and strike directly into his spirit. The shock and pain caused by this attack is great, requiring the victim to make a saving throw vs. paralysis or be unable to act on the next combat round. Whether or not they make their saving throw, they suffer a loss of 1 point each from their Intelligence and Wisdom scores. Those kender who die from the spirit-rending attack of the kender vampire are in no danger of becoming vampires themselves, however, for these foul creatures are the product of dark sciences and magical experimentation that can only be duplicated with the direct intervention of Lord Soth of Sithicus.

The kender vampire has the ability to throw back its head once per hour and release a hideous laugh. Those within 20 yards of the vampire when it *cackles* must save versus spells or be affected as if they had looked upon a *symbol of insanity*. Those under the influence of a *remove fear* or similar spell are immune to this attack.

The kender vampire can be hit only by magical +1 or better weapons. Non-magical wooden weapons that strike the creature are instantly rotted and destroyed; magical wooden weapons are entitled to a saving throw vs. acid to avoid this effect.

The mystical nature of the vampire's physiology is such that it is able to regain lost hit points very rapidly. Thus, the creature regenerates 2 hit points per combat round. A *raise dead* spell cast upon the monster will restore it to full hit points at once.

A kender vampire that is driven to zero hit points in combat is not truly destroyed. Rather, its body is slain and it is forced to assume its *spiritual form*. Because this new form is very easily destroyed (see below), the kender vampire will immediately try to flee from the combat area and return to its coffin. If it is unable to reach its coffin within 12 turns, the creature will become trapped in this form and remain a poltergeist until slain.

At will, the kender vampire is able to transform itself into a purely spiritual creature similar to a poltergeist. While in this form, it is invisible and has all of the characteristics, strengths, and weaknesses of a common poltergeist. If the creature is slain while in this form, it is forever dead, and the world is free of its evil machinations.

Kender vampires are immune to *sleep*, *charm*, or *hold* spells and can never be influenced by any form of mind-affecting magic. They are wholly unaffected by all manner of toxins, poi-

sons, and diseases. Spells or other attacks that rely on cold or heat (including ice and fire) inflict only half damage to kender vampires, but lightning- or electricity-based attacks inflict full damage

Holy water splashed on a kender vampire is somewhat harmful to them, inflicting 1d4 points of damage per vial that strikes their flesh. Holy symbols pressed against their skin inflict a like amount of damage and cause the creature such pain that it must make a morale check or flee from the battle at once if possible.

Kender vampires are unable to leave the domain of Sithicus. The strange and foul magics that created them have forged an unbreakable bond between them and the realm of Lord Soth. Any attempt to cross the borders of this domain (whether voluntary or not) instantly destroys vampire. Within seconds, its body will crumble into dust and the thing will be gone. Even drawing near to the border is painful for these creatures, and they will seldom come within a mile of it for fear or being forced across it and destroyed.

Kender vampires are unusually easy to turn. It is thought that this is due to the fact that their inner spirit is unbroken by their transformation into an undead thing and, thus, they do not have the mental stamina that similar undead do when confronting devoutly religious individuals. Whether or not this is the case, kender vampires are turned as if they were only wraiths.

Kender vampires are not as hard to destroy as many other types of undead, for they are greatly vulnerable to their own hoopaks. Any vampire hunter who is able to snatch a vampire's hoopak from him and then turn that weapon against its owner will find that it inflicts full damage and has no chance of being destroyed like other wooden weapons. Further, any natural attack roll of 19 or 20 indicates that the attacker has been able to impale the creature on the end of the weapon, killing it instantly. As soon as the creature dies (either from wounds inflicted with the hoopak or by being impaled upon it) the body bursts into flames. In the next few seconds, both it and the weapon are consumed by fire and irrevocably destroyed.

The kender vampire cannot stand the sight of shimmerweed (a crystalline plant that grows on Krynn and in some secluded areas of Sithicus). The mere sight of these flowers is enough to keep the vampire from drawing within 10 yards of them. If moonlight is falling on these flowers, the prismatic display they release is enough to actually harm the creature, inflicting 1d4 points of damage for each round that the plants are within 20 yards of the vampire.

Habitat/Society: The kender vampire is a solitary creature that exists only to do the bidding of Lord Soth of Sithicus. He is the father of their race, and, although they despise him for what he has done to them, they are unable to turn against him or act in any way contrary to his interests.

Knowing the revulsion that the elves who live in his domain feel for all manner of unnatural things, Soth felt that he could find no better slaves than a band of undead. Aware that undead elves might pose a threat to his own power, Soth set about the creation of a new breed of undead. Drawing a small kender village through the misty veils of Ravenloft and into his domain, he had them killed one by one so that he could study their sufferings and invoke carefully designed magical rituals over their bodies in attempts to make them rise as undead. By the time he had finished with these sad kender, fully half of them had died horrible deaths and suffered unspeakable torment at the hand of the dreaded deathknight. The results of his experiments were, however, satisfactory to Soth, for he discovered a formula that would create a race of vampires utterly loyal to him. It is believed that Soth has created no fewer than 10 such monsters and no more than 30, although hard evidence to support any given estimate is hard to come by.

The typical kender vampire heads a small band of undead who also serve Lord Soth. As a rule, each such creature will command 3-12 (3d4) other creatures, drawn from the chart below.

2d6 Roll	Type of Undead
2	Beast, Undead (Stahnk)
3	Spectre
4-5	Ghast
6-8	Ghoul
9-10	Ghast
11	Spectre
12	Warrior, Skeleton

In addition to the forces generated above, the creature will have 4-24 (4d6) Hit Dice worth of lesser undead (zombies and skeletons) acting under its command as well.

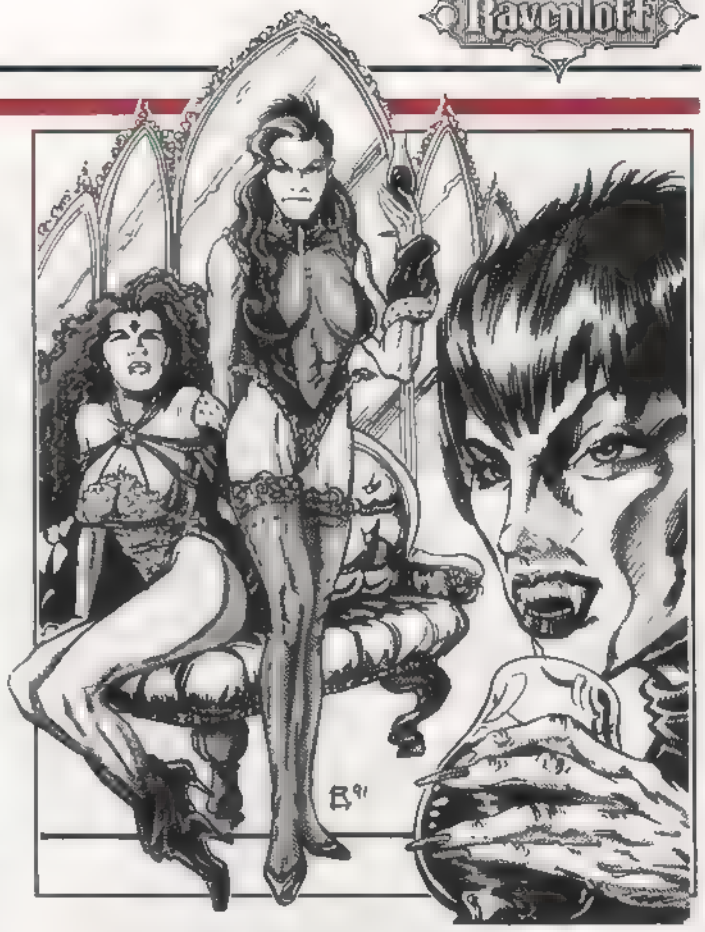
Ecology: Kender vampires can exist only within the confines of Lord Soth's domain of Sithicus. They are tied to that dark land in some mystical way that, no doubt, relates to the evil magic used in their creation. It is possible that Lord Soth was required to invoke the favor of the Dark Powers in his creation of these dreaded monsters and, thus, that he has paid some horrible price for their loyalty to him.

Despite their links to Sithicus, the vampire kender are not natural creatures and, therefore, have no place in the biology of the world around them. The elves in Sithicus can sense the presence of one of these creatures whenever it comes within 100 yards of them. At first, the elves feel only a curious sense of concern or dread; but, as the monster draws nearer, the feeling intensifies into one of loathing and horror. The elves describe these sad creations as vile pollutants that foul the living by their mere presences. It is unclear why only those elves native to Sithicus can sense the kender vampire so easily.

Unlike the other vampires in Ravenloft, these creatures do not grow more powerful with the passing of time. It is a part of their curse that they must forever remain as they are, denied the pleasures of curiosity or the wanderlust that once gave their lives meaning. It is said that the rising of the full moon reminds these tragic souls of what they have lost and that, on that one night each month, they are unable to do anything but sit and weep beside the coffin that now serves them as both home and prison.

Vampyre

CLIMATE/TERRAIN:	Any urban
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	8+3
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6'tall)
MORALE:	Steady (11-12)
XP VALUE:	



The vampyre is a foul creature that, like the much feared nosferatu, exists on the blood of its victims. Unlike the nosferatu or its vampiric cousins, however, the vampyre is not undead. Thus, while they gain none of the powers of the undead, they have none of the undead weaknesses either.

Vampyres look much like normal humans or half elves. They stand just under six feet tall and are, as a rule, of exceptional physical beauty. Some rare examples are less handsome, and a few are actually repulsive to look upon, but these are by far the minority. Vampyres favor the dark and somber dress of the dead or their mourning kin, although they often employ the wanton garb of a harlot to lure victims into their clutches. Vampyres are generally slender of build, though their appearance hides exceptional physical strength, and have burning, dark eyes. Their skin is very pale, almost white, and their features are slightly feline, giving them a wild and exotic look. Their fingers end in deadly, curving claws; their teeth are long and sharp, with the canines showing clearly as fangs to any who are close enough to see them plainly.

Vampyres have no native language, but communicate in the tongue of those humans they live among. As a rule, any given vampyre will know from 1-4 human or demihuman languages.

Combat: The vampyre will typically attack only helpless or surprised prey. Often, a single vampyre will move out into a crowd of humans at a tavern or similar gathering place to seek out a victim of the opposite sex. Once a suitable person is found, the vampyre lures them back to its lair with teasing promises of romance and companionship. No sooner will the door close behind the couple, however, than the vampyre's companions will spring to the attack. The foul and evil nature of these creatures may mean that the victim will linger on the edge of death for days, satisfying the hunger of these monsters as they drink only enough blood to keep their captive too weak to escape.

In combat, the vampyre can strike with its two ripping claws, inflicting 1d4 points of damage with each strike; it will also bite with its jagged, tearing teeth for an additional 1d6 points of damage. The saliva of a vampyre carries in it a foul toxin that requires those bitten by the monster to make a saving throw vs. poison or become *charmed*. This saving throw is modified by a -1 penalty for every 2 points of damage done in the biting attack. Thus, a vampyre who strikes for 3 points of damage with its bite causes its victim to save at -2. Charmed victims will not resist the attack of the vampyre that bit them, but they will fight on against other vampyres.

Habitat/Society: Vampyres live in packs, usually consisting of no more than a dozen individuals (evenly mixed between males and females) and a half dozen young. They seldom encounter other packs, but when they do the two bands will join together in a few days of murderous feasting and horrific slaughter of victims.

At these times, the vampyres will mate with members from the other group and, in 6 months, new vampyres will be born. The young are virtually helpless until they reach the age of 5, at which time they are able to fight as half-strength adults. When they reach the age of 10, they are fully grown and must undergo a ritual to prove that they are no longer children. Usually, this means making an unassisted kill.

The lair of a pack of vampyres may seem to be a completely normal human home—until they spring their trap and lash out at those in their presence. On rare occasions, a pack of vampyres will actually work to pass themselves off as members of a community, holding down jobs and making their bloody feeding habits a dark secret.

Ecology: Vampyres are fierce hunters who fill the same ecological niche as tigers or wolves—save that their prey is human. Long ago, before man was an intelligent and social animal, they had their place. Now, they are nightmarish creatures that stalk the weak and innocent, fulfilling a task no longer needed.

Widow, Red

CLIMATE/TERRAIN:	Any temperate land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Blood & bodily fluids
INTELLIGENCE:	High (13-14)
TREASURE:	W, (Z)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9, Wb 12
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5 to 6' tall)
MORALE:	Average (8-10)
XP VALUE:	3,000

The red widow, or *spider queen*, is an evil and deadly shape changer. Spinning a web of evil to all the lands about its lair, this foul creature derives a vile pleasure in the murder of those lured to it by its many charms and promises of delight.

The red widow has two physical forms. The first, and that in which it is most commonly encountered, is a human one. In this guise, the red widow appears as a fantastically beautiful and alluring woman with long, flowing red hair. The creature's dress will vary to enable it to blend in with the human society around it, but will always be provocative and inviting. In this form, the creature is treated as a 0-level human, for the statistics listed above are those for its spider form (see below).

The red widow will adopt its true form, that of a giant spider, only when it is about to make a kill. In this shape, the creature has a bright crimson body with a black, hourglass pattern on its back. In effect, it looks like a giant version of the common black widow spider, save that the colors are reversed.

Red widows seem to have no natural language of their own, but are always fluent in the languages of those cultures with which they come into contact.

Combat: Red widows seldom engage in open combat. Rather, they lure unsuspecting victims near and draw them into a passionate embrace. Once this is done, they transform into their true form. Those who witness this change (usually only the doomed victim) must make an immediate horror check. The transformation into a giant spider takes a full round, during which the creature never releases its hold on its victim. Attempting to escape the powerful grip of the red widow requires the victim to attempt a roll to bend bars. Failure indicates that escape is impossible at this time, although a new attempt is allowed each round.

Once in its spider shape, the red widow will bite its victim. While the bite itself inflicts only 1d3 points of damage, it allows the creature to inject a deadly poison (Class E, Immediate, Death/20). If the creature is striking at someone it is holding, it automatically hits. If it is trying to kill someone that has eluded its deadly embrace, a normal attack roll is required.

The red widow is capable of releasing a jet of webbing when in its spider form. This is handled just as if the creature were casting a *web* spell.

When the creature is in its spider form, it has the ability to climb sheer surfaces (just as if using a *spider climb* spell) and to command spiders. In the latter case, it will be able to summon 10-100 (10d10) spiders. Of these, 65% will be normal spiders, 20% will be large spiders, 10% will be huge spiders, and 5% will be giant spiders. These creatures adore the red widow and will do all that they can to protect her from harm, even at the cost of their own lives; no morale checks are ever required of them.

Habitat/Society: The red widow often makes its home in the cities and towns of men. Here, it moves about in its human guise and seduces its victims under cover of darkness. It is not uncommon for a red widow to love and then destroy a new victim every week.

Ecology: Red widows live by draining the blood and other bodily fluids from those they kill. A slain lover is hidden away somewhere in the creature's lair and can supply the widow with nourishment for up to a week. When the monster finishes with a corpse, it discards the partially decomposed and dehydrated body far from its lair. In this way, it hopes that its home will escape detection.

The red widow breeds by mating with a normal human. Following the consummation of their love, the widow kills her mate and implants the now fertilized eggs in its body. Within a week, these eggs hatch and consume the fluids in the corpse. Each "litter" of spiders consists of 2-8 young. These remain in spider form (being treated as large spiders) for one year. At the end of that time, they gain the ability to assume a human form and become adults. Only in rare cases will young remain with their mother at this time.

Assuming they do not die through violence or accident, the average red widow lives to be 20 to 30 years old.

Wolfwere, Greater

CLIMATE/TERRAIN:	Any/Forest
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (especially night)
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	20% U, (B)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	8+2
THAC0:	11
NO. OF ATTACKS:	1, 2, or 3
DAMAGE/ATTACK:	2d8, 1d6/1d6/2d6 or 2d6/weapon+6 (see below)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M-L (4-9')
MORALE:	Champion (15)
XP VALUE:	8000

Greater wolfweres are a bane to all who live. They are able to assume three shapes at will, taking only a single round to alter forms. Their natural shape is that of a giant dire wolf standing a full 5' to 6' tall at the shoulder. They can also assume a half-wolf/half-human form. In this state they are 8'-9' tall with massive long arms equipped with talon like nails. Finally, they may assume the form of any humanoid of either sex which is between 4' and 9' in height.

Greater wolfweres speak common, as well as the language of forest animals.

Combat: Greater wolfweres often employ the same strategies used by typical wolfweres when hunting. They will change into a humanoid of opposite sex to that of their victim. Then, using their Charisma and singing ability, they will get close to their victim and sing their special song. Anyone failing a save versus spells will be overcome with *lethargy*. The effects of this are the same as those for a *slow* spell and last for 1d6+4 rounds.

In dire wolf form, they will bite with their savage jaws, inflicting 2d8 points of damage with each successful attack.

In demi-wolf form, they can strike with each of their clawed hands (causing 1d6 points of damage each) and also bite for 2d6 points. In lieu of their claw attacks, greater wolfweres in this form may employ weapons (gaining a bonus of +6 on their damage rolls).

In humanoid form, they are forced to fight with weapons only and are assumed to have a strength of 18/00 (+6 to damage).

Greater wolfweres have infravision with a 120' range, and, in all forms except human, their eyes glow red in the dark.

Greater wolfweres have all the abilities of a first level bard and can climb walls (55%), detect noise (25%), pick pockets (15%), and read languages (10%).

Some exceptional individuals may be of greater level. As a rule, 1 in 10 creatures will be of level 2-5 (1d4+1) and 1 in 20 will be of level 6-11 (1d6+5).

Iron weapons (or those of a +1 enchantment) are required to harm a greater wolfwere. However, unless the blow is instantly fatal, the wound will quickly repair itself as the wolfwere is able to regenerate all of its lost hit points at the end of any given round. It is important to note, however, that severed limbs and such are not regenerated in this fashion.

Greater wolfweres are somewhat more resistant to wolfsbane than their lesser cousins and can stand the presence of that herb if they make a saving throw versus poison. If they fail, they must avoid it at all costs.

The howl of a greater wolfwere can summon 4d6 wolves or 2d6 dire wolves to its aid, if such creatures are in the area. These wolves will fight most loyally on behalf of the greater wolfwere with a +2 moral bonus.

Habitat/Society: Greater wolfweres are nearly indistinguishable from typical wolfweres. They often team up with the latter (assuming positions of leadership), but seldom travel with others of their own breed. When more than one greater wolfwere is encountered, they will be working together on some scheme which requires both their efforts.

Ecology: Greater wolfweres were originally the offspring of Harkon Lukas, Lord of Kartakass. So great was his evil power that the children he had by female wolfweres turned out to be of incredible power. Greater wolfweres never mate with each other; rather, they mate with typical wolfweres. Only 10% of the children produced by such matings result in a greater wolfwere, the others being typical.

When the victims of a greater wolfwere attack are left to rot and not eaten or buried properly, there is a 50% chance that a Meekulbern plant will sprout from the corpse. The berries from this bush are used in making Meekulbrau, a special wine of Kartakass.

They seem to have a near empathic link with wolves of all types, but despise werewolves and will attack them on sight.

Zombie Lord

CLIMATE/TERRAIN:	Any Ravenloft land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carrion
INTELLIGENCE:	Average (8-10)
TREASURE:	A
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/2d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (8-10)
XP VALUE:	650

The zombie lord is a living creature that has taken on the foul powers and abilities of the undead. They are formed on rare occasions as the result of a *raise dead* spell cast while in the demiplane of Ravenloft.

Zombie lords look as they did in life, save that their skin has turned the pale grey of death, and their flesh has begun to rot and decay. The odor of vile corruption and rotting meat hangs about them and carrion-feeding insects often buzz about them to dine on the bits of flesh and ichor that drop from their bodies.

Zombie lords can speak those languages they knew in life and seem to have a telepathic or mystical ability to converse freely with the living dead. Further, they can *speak to dead* merely by touching a corpse. Thus, for them at least, dead men do tell many tales.

Combat: When the zombie lord is forced into physical combat, he relies on the great strength of his crushing fists. Striking twice per combat round, the monster inflicts 2d4 points of damage from each blow that finds its mark.

The odor of death that surrounds the zombie lord is so potent that it can cause horrible effects in those who breath it. On the first round that a character comes within 30 yards of the monster, he must save vs. poison or be affected in some way. The following results are possible:

1d6 Roll	Effect
1	*Weakness* (as the spell)
2	*Cause disease* (as the spell)
3	-1 point of Constitution
4	*Contagion* (as the spell)
5	Character unable to act for 1d4 rounds due to nausea and vomiting
6	Character dies instantly and becomes a zombie under control of the zombie lord

All zombies within sight of the zombie lord will be subject to its mental instructions. This includes monster and ju-ju zombies, but not Strahd or yellow musk creeper zombies. Further, the creature can use the senses of any zombie that is within one mile of it and, thus, know all that is happening within a very large area.

Once per day, the zombie lord can use an *animate dead* spell to transform dead creatures into zombies. This works just as described in the *Player's Handbook* except that it can also be used on the living. Any single living creature with fewer Hit Dice than the zombie lord can be attacked in this manner in lieu of the casting of this spell in its normal fashion. A target who fails a saving throw vs. death is instantly slain. In 1d4 combat rounds, the slain creature will rise again as a zombie under the foul zombie lord's command.

The zombie lord has the same immunities to spells (*sleep, charm, hold,* and the like) that normal zombies do. In addition, they suffer the same 2d4 points of damage from contact with holy water or holy symbols. They are turned as vampires, however.

Habitat/Society: The zombie lord seeks out places of death as lairs. Often, they will live in old graveyards or on the site of a tremendous battle—anyplace that there are many bodies to animate and feast upon.

The mind of a zombie master tends to focus on death and the creation of more undead. The regions around their lairs are often littered with the decaying bodies, often half eaten, of those who have tried to confront the foul creature. They seldom have grandiose schemes like those often undertaken by vampires or liches, but will frequently plan to take over a small town and turn its entire populace into living corpses.

Ecology: The zombie lord comes into being by chance, and only under certain conditions. First, an evil human being (the soon-to-be zombie lord) must die at the hands of an undead creature. Second, an attempt to *raise* the slain character must be made. Third, and last, the character must fail his resurrection survival roll. It is believed that the zombie lord can be created only in Ravenloft, but this is not proven absolutely for they have been encountered in other lands from time to time.

Advanced Dungeons & Dragons® 2nd Edition

Monstrous Compendium

Ravenloft

Appendix

They lurk in the shadows.
They linger in your dreams.
They strike from the darkness.

They are the foul and horrible creatures that dwell in the dark dimension of Ravenloft and they are waiting for you. Inside this book are elven vampires, the dreaded Dark Ones who have broken the trust of Vistani, and dozens of other creatures sure to add a taste of fear to every Ravenloft campaign.

But be warned, those who enter the Mists of Ravenloft are seldom heard from again . . .

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